**MAGAZINE OF THE YEAR**

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ISSUE 18 • MARCH 1989 • £1.50

# ACE

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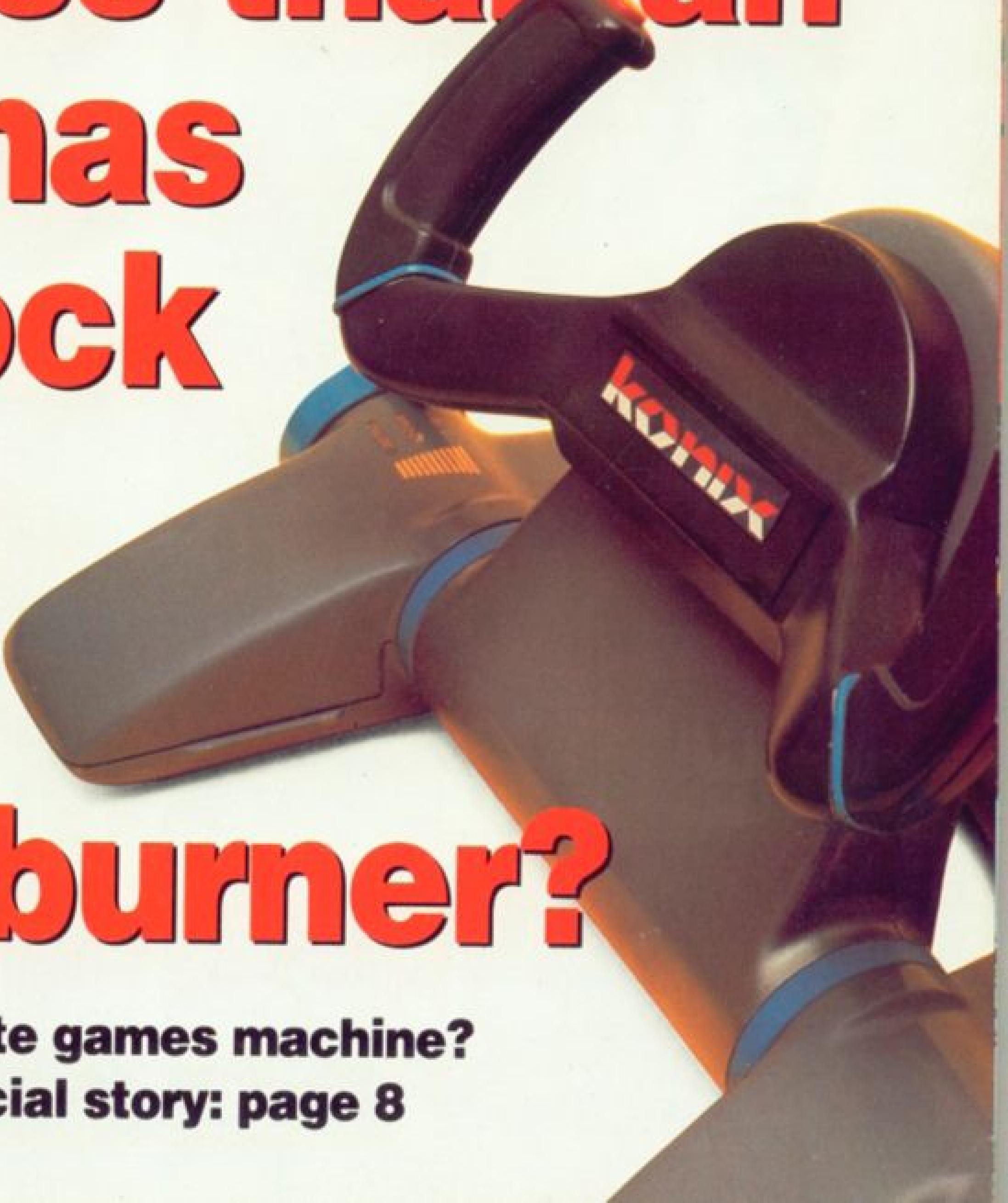

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**The ultimate games machine?**
**The official story: page 8**

# CORAL SEA, MIDWAY, SAN
# RELIVE THE BATTLES THA

Naval warfare changed dramatically in the first few months of the World War II Pacific theatre. Almost overnight, the balance of power shifted from the huge guns of the battleships to the torpedoes and dive bombs of the carrier-based aircraft. Now, entire battles were fought without the great fleets coming into visual range.

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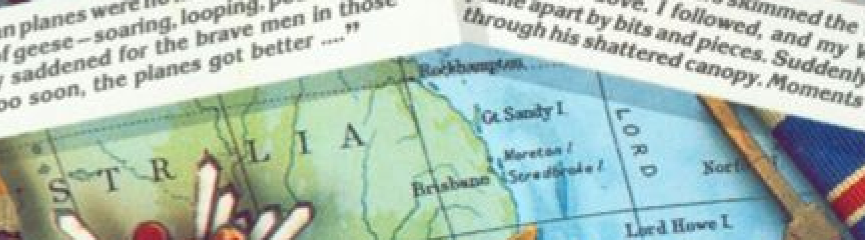

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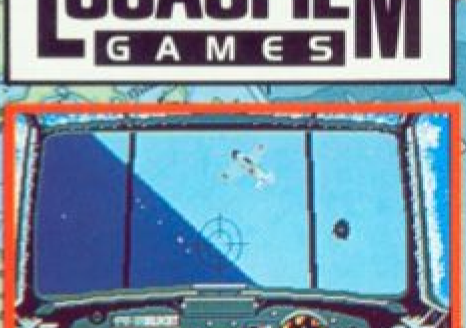

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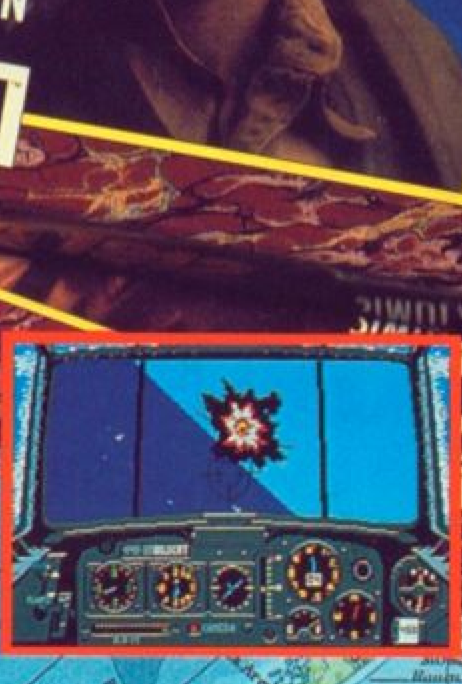

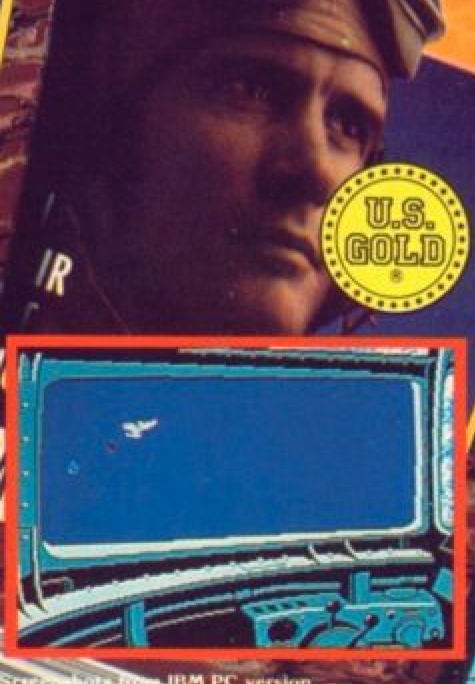

Screenshots from IBM PC version.

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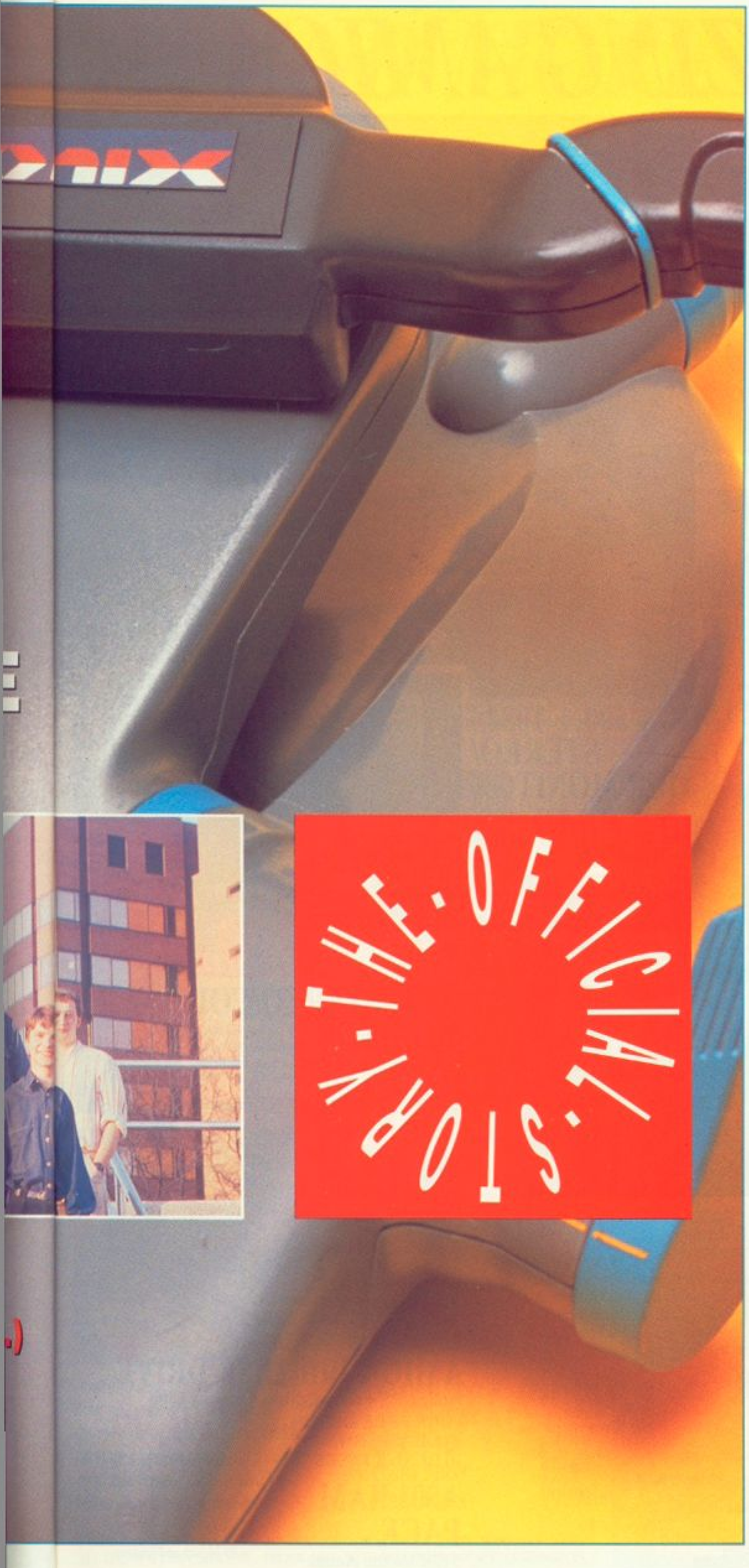
## Is it a car?
## Is it a bike?
## Is it a plane?

# NO...JUST THE ULTIMATE GAMES MACHINE

**(As created by Wyn Holloway, Chris Green and a team of experts.)**

**The full amazing story starts on page 8.**



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A game that allows you to play God, and even do it over the phone. ACE gets down to a feature preview.

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**BUILD YOUR OWN BLASTER ...34**
Phil South takes a close look at the *Shoot-Em-Up Construction Kit*, now available on the Amiga.

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## GAMEPLAY

**SCREENTEST...................................39**
The full low-down on all that's worth seeing, including a look at Cinemaware's first expeditiion into the sports arena, *American Sports Football*, and the first review of *Denaris*. Not to mention a trio of coin-op conversions: *WEC Le Mans*, *DragonNinja* and *LED Storm*, with a full supporting cast.

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Steve Cooke burns his midnight oil in a quest to master *Neuromancer*, *Deathlord*, *Legend of Blacksilver* and *Mars Saga*. Can he ever forget *Ultima V*?

**LETTERS.........................................16**
Another batch of opinions for you to agree or disagree with. Get pen to paper, sound off and go for that software prize yourself.

**GRAPHICS.......................................89**
Brian Larkman thinks he's found the best graphics package yet. Electronic Arts publish it, and you will need a Mac II with all the bits to run it...

## IN THE PINK

The magazine within a magazine. In the Pinks this month you'll find evrything you ever wanted to know about PCs, Hedgehogs(!), arcade adventures, and strategy and simulation games. That's not all though – because this is also the part of the magazine where we take life a little less seriously – so prepare to chuckle at the antics of N'Gar, and Nigel from Rigel too. Well, yer got ter 'ave a laugh now and again, 'aven't yer?

**THE BLITTER END................138**
Of one thing we are certain, this is the final curtain. Doobie doobie do.

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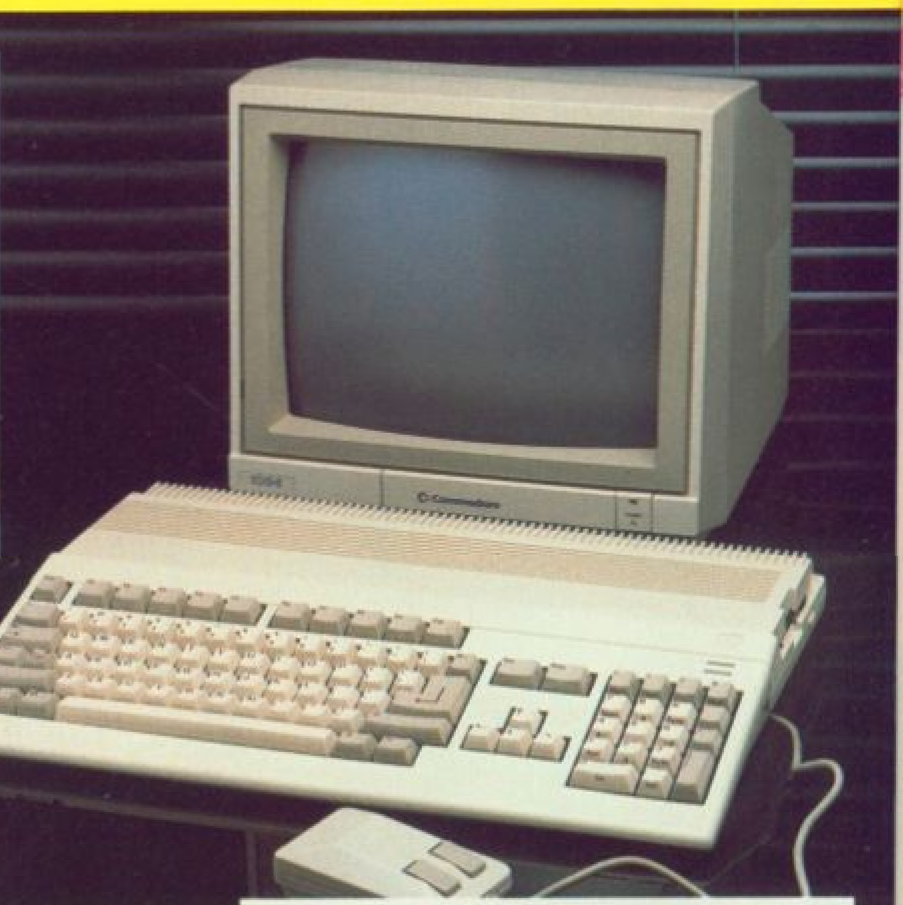

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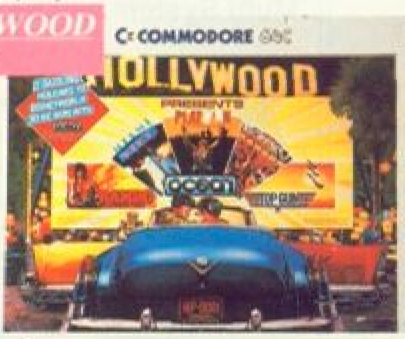

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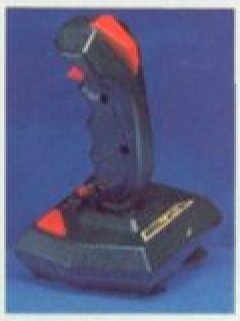

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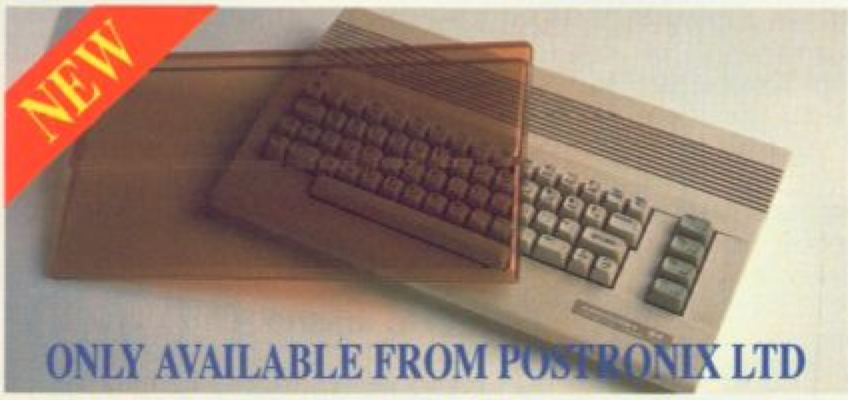

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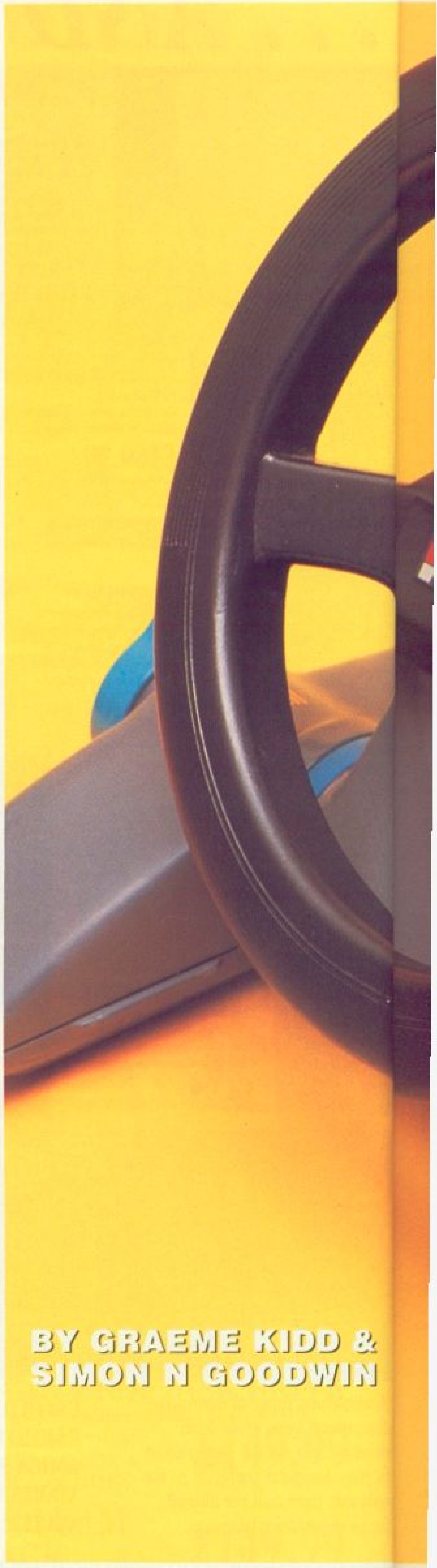
**A dream machine, unlikely to be available for years? No. The Konix Multi System will be available in the UK and Europe six months from now.**



BY GRAEME KIDD & SIMON N GOODWIN

After months of rumour and pages of inaccurate speculation in the computer press, the full story of what is set to be a world-beating British console can now be told. The Multi System, conceived at the start of 1988, is the product of co-operation between two companies – Konix, the joystick manufacturers, and Flare Technology, a trio of hardware wizards who designed their own computer as an exhibition of what they thought should be in an entertainment machine.

The full story behind the creation of the Flare One computer appeared in Issue Eleven of ACE, about seven months ago, which was around the time Flare started talking to Konix. But the console story starts at the beginning of 1988...

Wyn Holloway, the man who designed the Speedking joystick and set up Konix to manufacture it, came up with a design for the ultimate game controller. Realising that advanced flight simulators took much more than a standard joystick with up, down, left, right and fire switches to fly properly, he set about designing an articulated controller that could be connected to a PC. It wasn't long before the potential for turning the controller into a console became apparent to Konix – as one chainstore buyer said when he saw the prototype: 'you could put any computer inside that, even the Vic 20, and it would sell faster than the Sega and Nintendo combined'.

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**The trio behind Flare and their prototype machine made the cover of ACE Issue 11. The story continues...**

While Konix is a company that everyone associates with joysticks such as the Speedking, Navigator and Megablaster, not many people realise that it has a sister company – Creative Devices Ltd. It was set up by Wyn Holloway in August 1985 to do contract development work for other high-tech companies, and to work on projects for its parent company. Out-of-house contracts undertaken so far include the design of a new computer for a leading hardware manufacturer, and a project for the American toy giant Hasbro, which resulted in an interactive videotape game system. Drawing on the skills of the Creative Devices team, Konix planned to produce their own hardware which could go inside the shell of their complicated joystick – so work began on designing a games computer and the processors to go with it.

Around the time that Konix were starting the designs for their own console hardware, Flare had finished their prototypes for the Flare One computer. Flare showed their machine to a number of computer manufacturers like Atari and Amstrad. According to Flare's Martin Brennan, hardware companies expressed interest in the architecture and the Large Scale Integrated co-processors, the DSP and Blitter, but nothing concrete came of those early approaches. So to show off some of the capabilities of their new computer, the Flare team spent a month or two concentrating on some demo software. When the demos were complete, they talked to ACE, and to Personal Computer World.

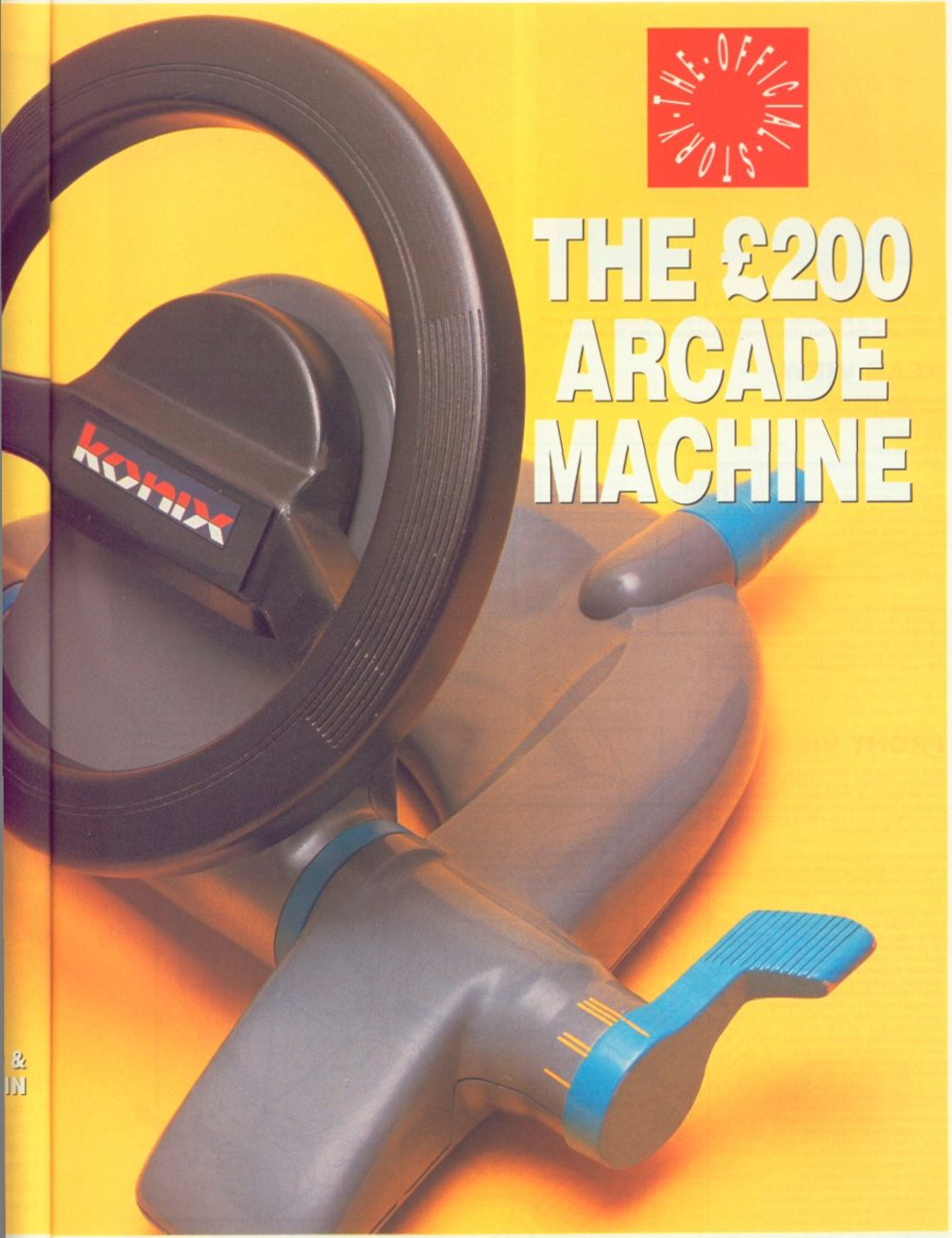
As a result of the publicity, Flare were approached by several companies – 'some were interested in the DSP, some in the control side while others were interested in the music side', Martin Brennan recalls. Konix were amongst the companies that got in touch. 'Konix had their console idea, an idea for a really excellent exterior, which was quite an exciting package. A marriage between our computer and their packaging seemed ideal.' In July last year, Konix and Flare joined forces and serious work began on the console project itself, codenamed 'Slipstream'.

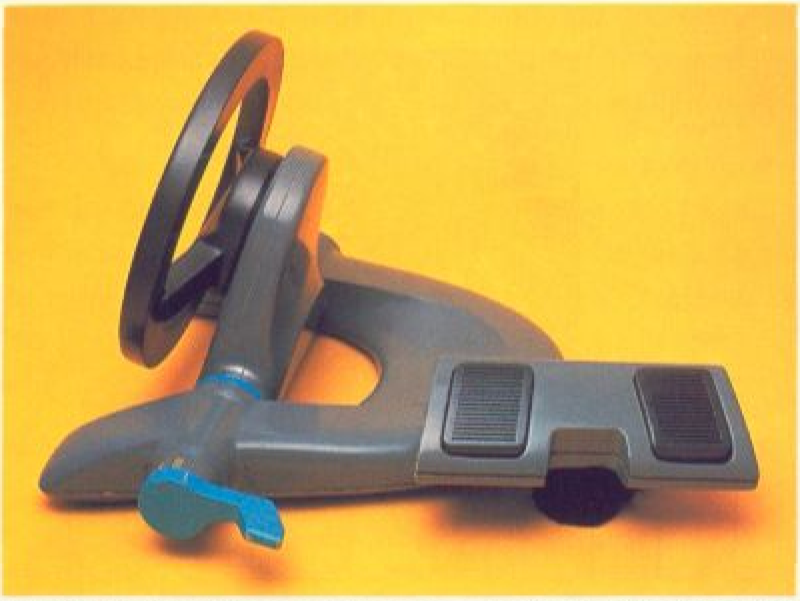
Development work on the hardware inside the console advanced in parallel at the two companies, with ex-ICL mainframe man Chris Green from Konix liaising between Wyn's designers and the three Flare men. It isn't the Flare One that will be providing the power behind the joystick in the final incarnation. 'As a result of being in the market', Martin Brennan explains, 'Konix put forward a number of ideas. For a start, they wanted to use a 16-bit processor, so we incorporated the 8086 processor into the design. The other major change they initiated was on account of the final price tag. We were thinking around £250 for a machine which didn't offer as much as theirs. In order to keep the manufacturing price down, we integrated all the custom chips inside the Flare One, into one large chip for the Multi-System.'

Very Large Scale Integration was superseded by Ultra Large Scale Integration tech-

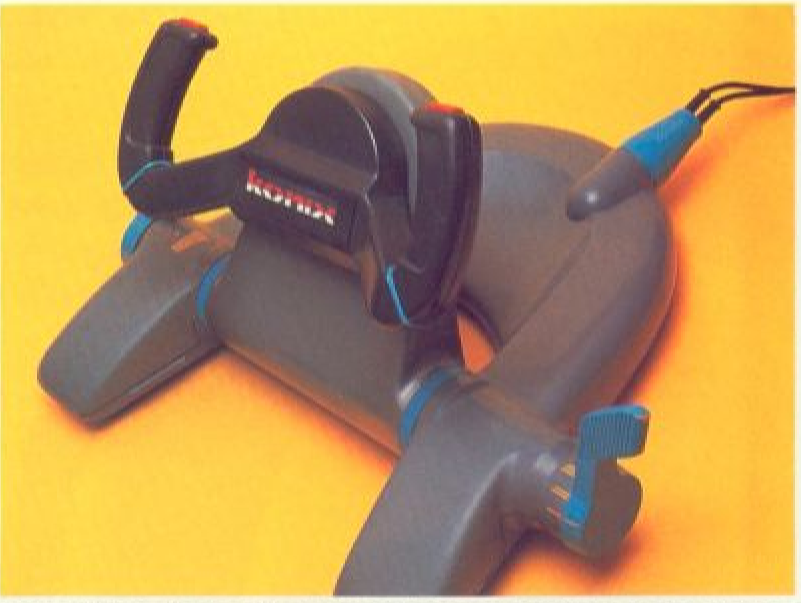
THE · OFFICIAL · STORY

# THE £200 ARCADE MACHINE





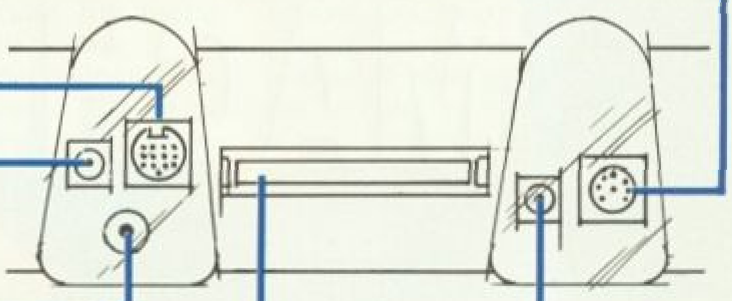
**A side view in car mode, showing the curvature of the base unit. During play, the pedal unit would be placed on the floor...**



**In aeroplane mode. Ignore the podule and wires on the back of the unit – the design has been refined for production.**

## REAR VIEW

Two moulded 'EXHAUST PORTS', not present on the model in the photographs. Konix changed the design a bit!



8 PIN DIN SOCKET, used to plug in peripherals such as the light gun, moving chair, etc.

13 PIN DIN VIDEO IN/OUT

3.5mm STEREO JACK SOCKET – connect the Multi System up to headphones for silent play, or to the stereo for a real mega-blasting session!

UHF TV OUT

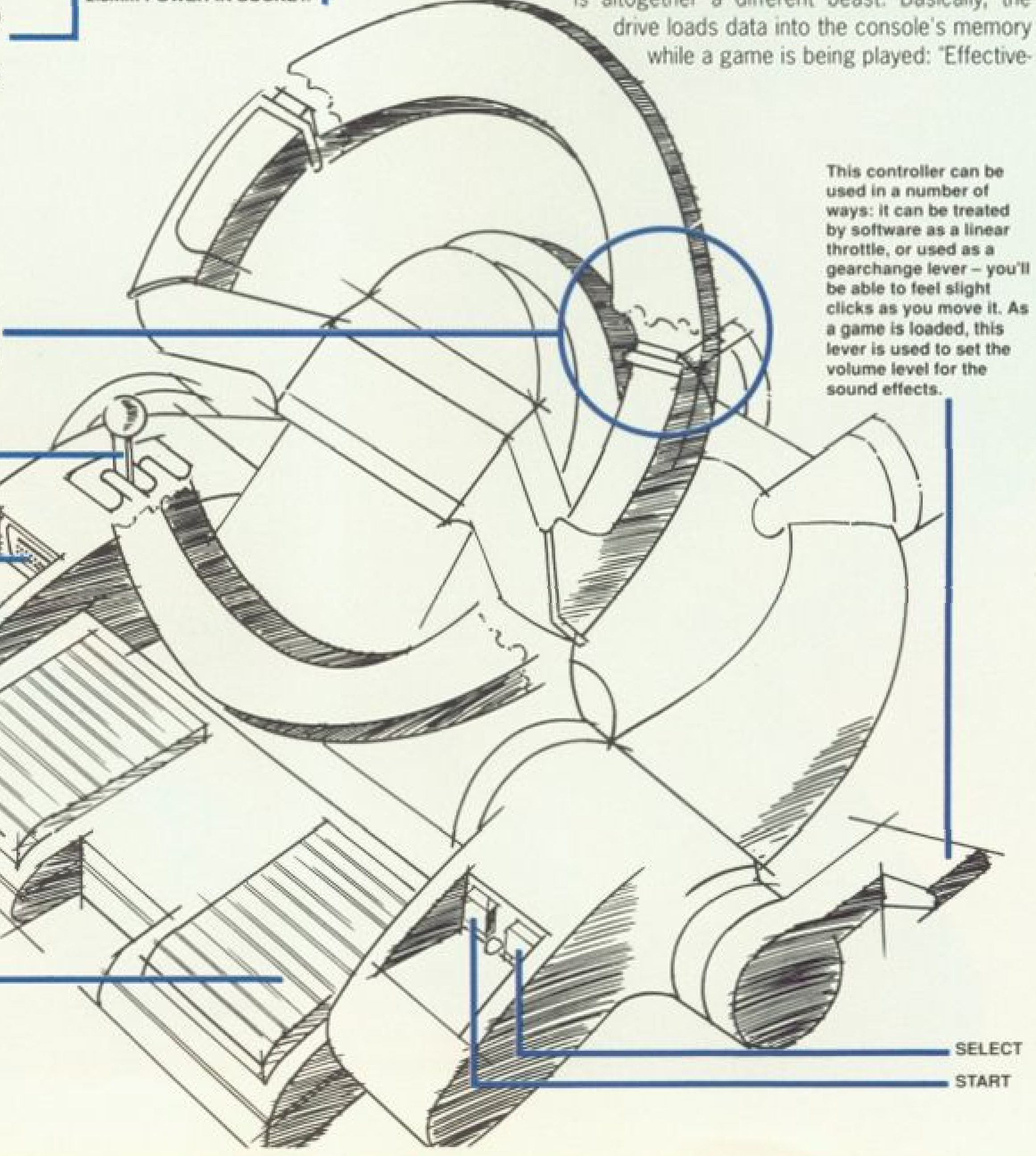
EXPANSION SLOT – the 56-way edge connector might be used for 256K RAM packs at some stage in the future. You could connect a cartridge here, but Konix don't plan to produce games cartridges... so this is where you connect the special 3.5" disk drive that comes with the basic Multi System package.

2.5mm POWER-IN SOCKET.

niques in the design of the board that is the powerhouse of the Multi System. And Konix contributed some ideas for producing sound, which allowed the hardware to be made more cheaply and yet produce better sound, according to Martin. They also demanded a 4096 colour palette – 'which, in retrospect, was a good idea" he admits. The Flare One had no screen palette as such, so in order to change one of the screen colours, you had to change all the pixels drawn in that colour.

The basic Multi System package includes a 3.5" disk drive. It might sound a strange way to do things, as compared to the PC Engine, Nintendo or Sega consoles, but the Multi System is altogether a different beast. Basically, the drive loads data into the console's memory while a game is being played: 'Effective-

## FRONT VIEW



DETATCHABLE STEERING WHEEL RIM. Mechanical linkages connect with the two independent fire buttons, A and B, found at the end of the aeroplane joystick (Look closely at the picture with a matchbox in it, and you should just be able to see the two red fire buttons).

CLUTCH RELEASE KNOB – a three-position dog clutch governs the travel or locked angle of the central pillar. This mechanism is transparent to software.

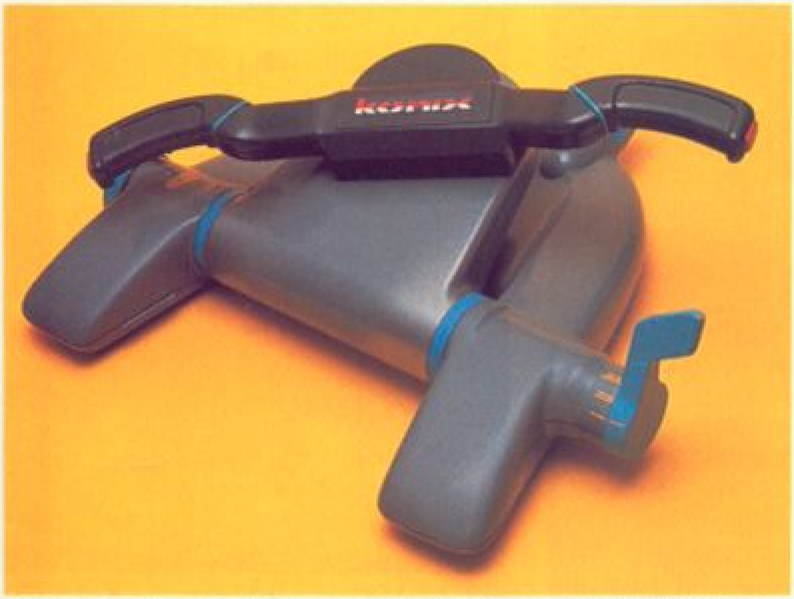
JOYSTICK PORTS 1 AND 2. The helicopter controller, which bolts into the base of the moving pillar, will be connected by its lead to Joystick Port 1. A simple lead allows two Multi System consoles to be connected together for two-player action – it connects Joystick Port 1 on the master machine (which is powered up and actually runs the game software) to Joystick Port 2 on the second player's Multi System console, which is not powered up and acts as a slave machine, like a giant, complicated joystick.

PEDAL UNIT – wired in to the back of the console. Each pedal contains two microswitches which are activated by pushing the top or bottom part of the pedal. Four independent inputs can be supplied by the pedals – it's up to the game designer to decide how to make use of them. In a tank game, for instance, the pedals could be set up so that the left pedal controlled brake and accelerate for the left caterpillar track, with the right pedal used to control the right track.

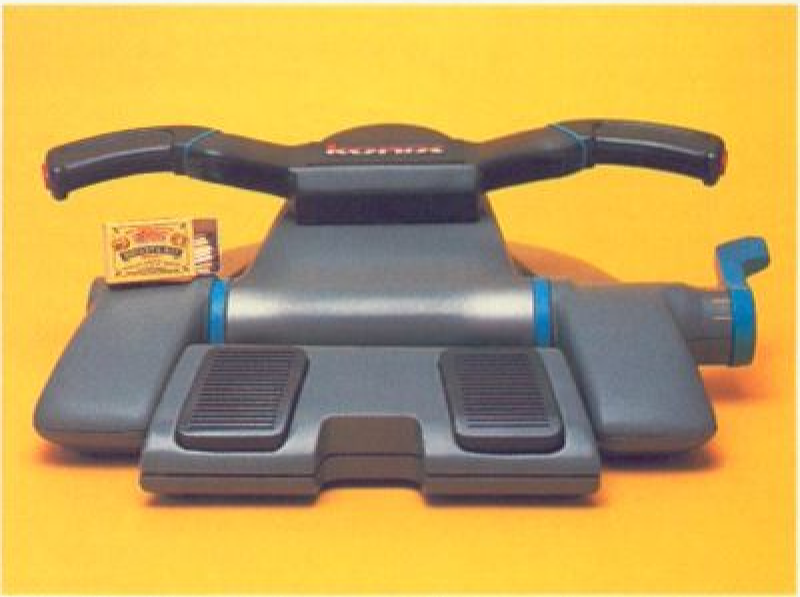
This controller can be used in a number of ways: it can be treated by software as a linear throttle, or used as a gearchange lever – you'll be able to feel slight clicks as you move it. As a game is loaded, this lever is used to set the volume level for the sound effects.

SELECT

START



**Vroom, vroom – motorbike mode. The two handgrips have been swivelled round, and the console stem locked in position.**



**Still in motorbike mode, this time we've included a matchbox in the picture to give an indication of the size of the Multi System.**

ly, you're talking of an 880K ROM cartridge – can you imagine the scope for pictures, sound and so on in a game?" Martin Brennan observes.

It was a deliberate commercial decision to opt for disk storage for games, rather than cartridges. Disks are ridiculously cheap to produce, unlike cartridges, and they are also cheap and easy to duplicate – which is why Konix opted for disks as the storage medium. "It's the only way to give software houses a chance", Wyn says. "If you want to produce cartridges the minimum duplication order is around 10,000 units and then you may have to wait in a queue for up to nine months before the game is actually duplicated. By using disks, 1 Meg games can be economically produced and retail at £14.99".

That £14.99 price point is the upper limit which Konix have set for software – budget games may well also appear. The disk drive has been designed to avoid piracy. Only Konix will know how to duplicate disks that will run on the Multi System. That means they effectively retain control of the price and nature of software that will be appearing on their console. While you can never beat the determined software pirate with 100% certainty, Konix are confident that their protection system will effectively lock out 'crackers' and require phenomenal investment on the part of commercial pirates if they are to produce counterfeit or 'unofficial' games.

### THE DESIGN BRIEF

'What does the user want?' That was the basic question Wyn Holloway asked himself when he sat down to design the ultimate joystick. 'What is the user trying to get out of a machine?' is the question that accompanied the design work that took the Slipstream from a superb controller to a superb console. Wyn doesn't see himself as an inventor – more as an innovator who juxtaposes existing technologies in a new way, so that the whole is greater than the sum of the parts. "Magazine readers have been telling everyone what they want," Wyn asserts, "all you had to do was read the letters pages and listen to your potential customers to get the specification of a product that would sell."

The basic concept was 'realism'. The slogan, *Experience The Real Thing*, will be emblazoned on every Multi System pack. "It's a new concept", Wyn explains, "the Multi System is a fun machine – we're not even competing with Sega and Nintendo – the concept goes right through to the peripherals... the whole system is designed for fun and for realism. What we're trying to do is make a family machine that offers realistic simulations but has still got a joystick port so that you can load up standard arcade games." Wyn warms to his theme: "You can complicate joysticks, but whatever you do, a joystick remains a joystick at the end of a piece of wire. From age ten on, a kid wants to sit behind the wheel of Dad's car and actually drive it – it's an urge that is in all of us. Just look at the queues that formed behind the Microprose Flight Simulator at the PC show... if computer users are prepared to queue up for hours for a four-minute go on a real flight sim, it doesn't take a genius to work out that everyone would have a go on it if they only had to wait five minutes."

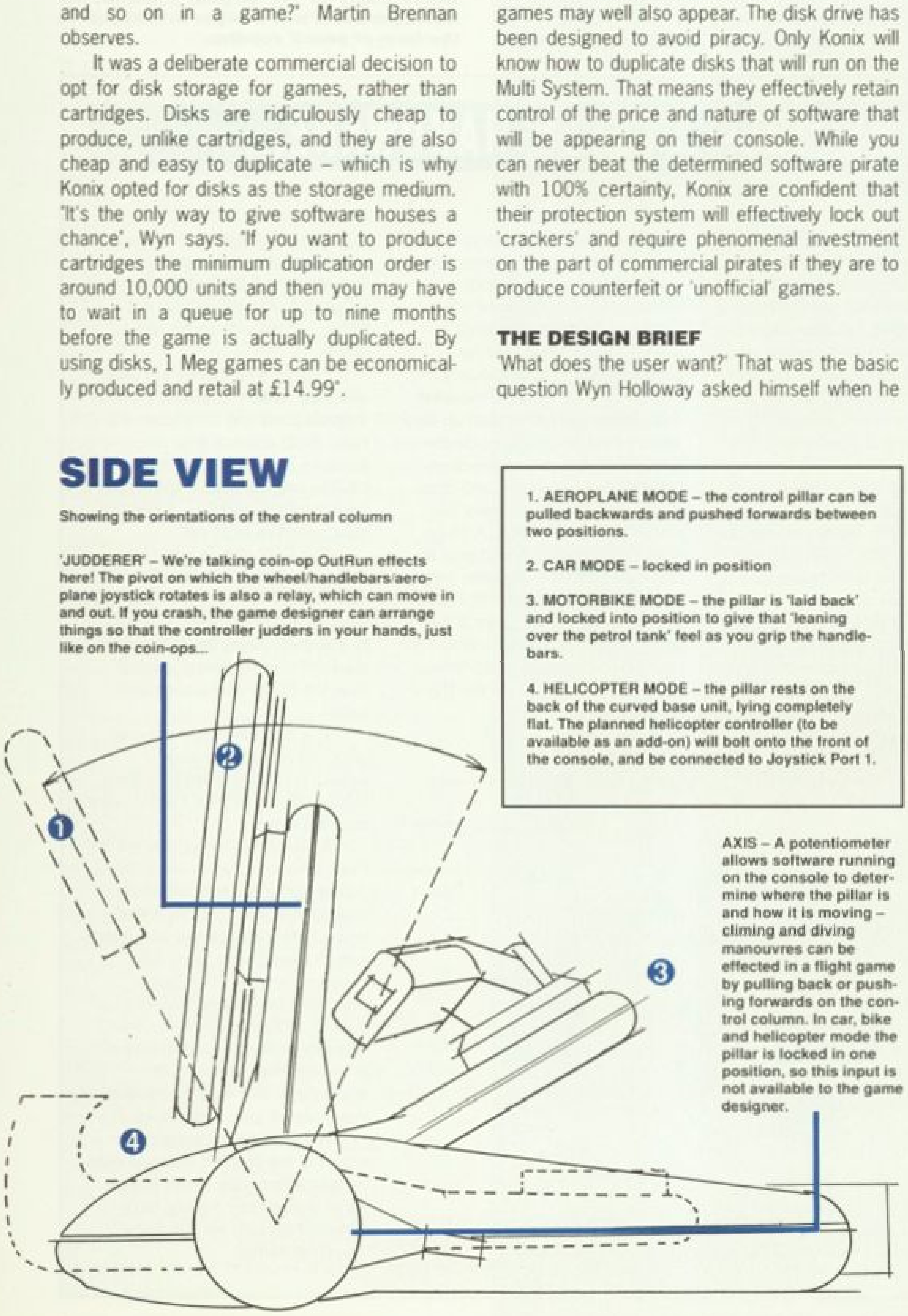
"All the people we spoke to about the project, everyone who has seen the prototypes has said this is their dream – we're giving people an arcade in their home. The electronics are only a small part of the experience; it's all the rest... "

And what exactly is 'all the rest'? Well, apart from the basic console unit which can transform itself from motorbike to racing car to aeroplane, a range of inexpensive peripherals is planned to add to the arcade experience. Most impressive of all is a low-cost chair which is currently being developed and prototyped – you strap the console and a TV set into the device, clamber aboard and three electric motors provide arcade-style motion synched to the game. Suddenly you will have an *Afterburn-*

## SIDE VIEW

**Showing the orientations of the central column**

**'JUDDERER' – We're talking coin-op OutRun effects here! The pivot on which the wheel/handlebars/aeroplane joystick rotates is also a relay, which can move in and out. If you crash, the game designer can arrange things so that the controller judders in your hands, just like on the coin-ops...**



**1. AEROPLANE MODE – the control pillar can be pulled backwards and pushed forwards between two positions.**

**2. CAR MODE – locked in position**

**3. MOTORBIKE MODE – the pillar is 'laid back' and locked into position to give that 'leaning over the petrol tank' feel as you grip the handlebars.**

**4. HELICOPTER MODE – the pillar rests on the back of the curved base unit, lying completely flat. The planned helicopter controller (to be available as an add-on) will bolt onto the front of the console, and be connected to Joystick Port 1.**

**AXIS – A potentiometer allows software running on the console to determine where the pillar is and how it is moving – climing and diving manouvres can be effected in a flight game by pulling back or pushing forwards on the control column. In car, bike and helicopter mode the pillar is locked in one position, so this input is not available to the game designer.**

er cockpit in your bedroom, probably without laying out more than £600 for the software, console, colour TV and chair...

Then there's the helicopter controller, which bolts onto the body of the console and gives you one-handed control over a chopper (Hello *Thunderblade*), and the light gun which incorporates realistic recoil and comes complete with clip-on parts that turn it into a machine gun. Suddenly, the Multi System becomes an *Operation Wolf* machine...

"We started thinking of peripherals", Wyn explains, "Suddenly, ideas ran away with us and we found ourselves designing a new generation of peripherals to go with the console. Some have been on a computer before, in some form, others have not." There's talk of a possible exercise bike, for instance, or maybe other exercise-based add-ons which could allow people to have fun while working out. (Market research reveals that 90% of exercise bikes aren't used six weeks after purchase, according to Wyn.)

One peripheral that Konix will not be offering is an alphabetic keyboard, although a numeric keypad is in the offing. They want a games machine, not another home computer.

## SOFTWARE

The Multi System, with its proposed family of peripherals, is ideally suited to playing action games – driving, flying and riding simulators. At present, no-one has a development system to work on, apart from the programmers working on the demo software and program development environment. No-one has yet started a fully-fledged game for the Multi System. What sort of games can we expect to see?

Well, the freebie game that comes as part of the basic package is a major licence (according to Wyn: "we paid a large amount for the rights") and the people writing that game apparently asked for a 1 Meg disk.

Initially, it seems, established 'Top Ten' Hits are likely to be prime candidates for conversion to the Multi System. According to Wyn, Konix have closed their developers list at 35 software houses who are now awaiting development systems in order to begin work on original titles or conversions of their recent hits that use all the facilities of the console.

On the Multi System, game designers will be able to take a new view of existing game types – a version of *Gunship*, perhaps, which

**The man who founded Konix and designed the Multi System home arcade system – Wyn Holloway. "I'm not an inventor – I'm a designer." His desk jotter is taken away by his solicitor every couple of weeks, datestamped and stored carefully – it's where many of the original sketches for Konix products and designs first appear in the form of pencil doodles.**

## A TOUR OF THE MULTI SYSTEM HARDWARE...

All the electronics fit on a 6" by 4.75" circuit board. A 16-bit custom chip contains the video generator, colour palette, disk controller, Blitter, ROM, fast RAM, 12 MIP Arithmetic and Logic Unit, RISC Digital Signal Processor, stereo compact disk DACs and digital and analogue ports – in total, as many gates as a 68000 nestling on one 160-pin ASIC.

Graphics resolution is limited to suit NTSC and PAL television standards. The prettiest resolution has 256x200 oblong pixels in 256 colours. This uses one byte per pixel, giving incredible speed but taking 50K for each screen.

Top resolution is 512x200 in 16 colours, again using 50K. The 25K third mode makes economic use of internal RAM – most games programmers use two screens – but it limits you to 256x200 pixels, with 16 colours on each line.

The processor and Blitter take turns controlling the main memory – 128K is budgeted for at current prices, although there's room for 640K to be fitted to a RAM expansion cartridge if and when RAM prices come down according to the Konix team.

The 8086 runs at three-quarters the speed of an Amstrad portable. Heavy maths and memory operations are handled by the DSP and Blitter to increase speed.

The Blitter draws lines automatically. It is fastest handling one byte per pixel; there is no need to read background data before writing.

Alternatively, the Blitter can move the contents of memory at almost 5 Mb a second, after allowing display time. It supports a transparent colour, useful when copying irregular areas onto a screen background, and can detect collisions automatically.

The Digital Signal Processor and palette have their own un-contended data channels inside the ASIC. The Harvard architecture DSP reads instructions and data simultaneously, at a steady 24 million words a second. A 16-bit arithmentic and logic unit plus an internal ROM look-up table, help the DSP to synthesise FM sound and generate 3D displays at awesome speed. Its multiplication instruction can be over 50 times faster than the 68000 in the ST or Amiga.

The Multi System hardware excels at 3D colour panel graphics. Together the DSP and Blitter can process 4,000 3D vertices per frame – more with some algorithms.

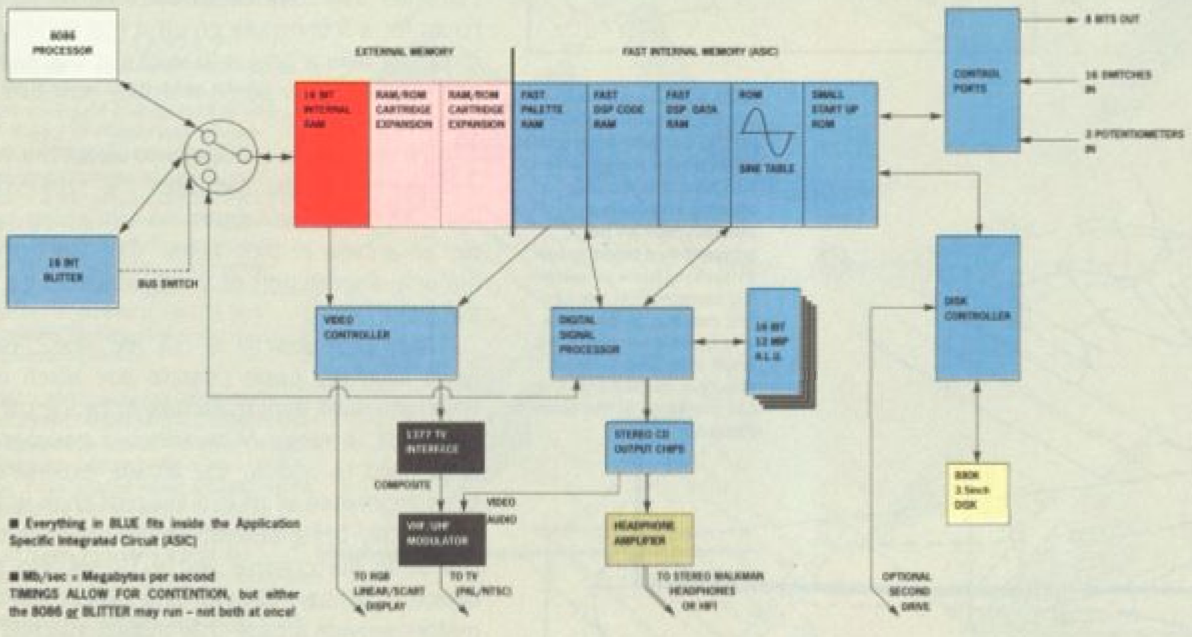
Fast as it is, there's still only one DSP, which is needed for both stereo sound and 3D transformations. Both are real-time operations, so coding can get hairy. The DSP is programmed in microcode from the PDS system – there's no debugger available yet.

The DSP has its own fast RAM, the Blitter can re-write all the DSP code RAM in one TV line-time. Almost everything is memory-mapped, giving the 8086 and the DSP a great deal of control over the Blitter and video controller.

The disk controller can read data into RAM while display access pauses between TV lines. Data is stored in 5.5K tracks – very fast, but lumpy.

If you think this sounds like the Flare One, covered in Issue 11, you're right. The new hardware was unfinished when we visited Konix before Christmas, and Attention To Detail were using 8-bit Flare prototypes. (The demo machine ran a hacked Winchester version of Tatung Einstein CP/M.) The production model will be two to seven times faster, 16-bit throughout, and much enhanced though it will lack audio inputs.

We're stunned by the prototype, but the finished model should be something else, which is why we're deliberately holding back screenshots until we can show The Real Thing.


8086 PROCESSOR
EXTERNAL MEMORY
FAST INTERNAL MEMORY (ASIC)
16 BIT INTERNAL RAM
RAM/ROM CARTRIDGE EXPANSION
RAM/ROM CARTRIDGE EXPANSION
FAST PALETTE RAM
FAST DSP CODE RAM
FAST DSP DATA RAM
ROM
SINE TABLE
SMALL START UP ROM
CONTROL PORTS
8 BITS OUT
16 SWITCHES IN
2 POTENTIOMETERS IN
16 BIT BLITTER
BUS SWITCH
VIDEO CONTROLLER
DIGITAL SIGNAL PROCESSOR
16 BIT 12 MIP A.L.U.
DISK CONTROLLER
1377 TV INTERFACE
STEREO CD OUTPUT CHIPS
COMPOSITE
VIDEO
AUDIO
VHF/UHF MODULATOR
HEADPHONE AMPLIFIER
880K 3.5inch DISK
TO RGB LINEAR/SCART DISPLAY
TO TV (PAL/NTSC)
TO STEREO WALKMAN HEADPHONES OR HIFI
OPTIONAL SECOND DRIVE
■ Everything in BLUE fits inside the Application Specific Integrated Circuit (ASIC)
■ Mb/sec = Megabytes per second
TIMINGS ALLOW FOR CONTENTION, but either the 8086 or BLITTER may run – not both at once!

retains all the playability but doesn't require the player to have about five hands in order to stay in the air, or maybe a version of *Beach Head*, played as you look from the tank's turret. High speed scrolling roadways, and *Zarch* or *Sentinel*-like landscapes are a comparative doddle to program for the Multi System, along with wireframe and filled 3D graphics. Ingenuity in game design is likely to be the limiting factor – just imagine a multi-vehicle scenario such as the those found in *Spyhunter*, *Venom Strikes Back* or even *LED Storm* on a console that allows you to get the feel of actually driving the car, steering the boat or flying the plane...

Clearly, for the hardware to succeed, Konix need the backing of the software industry – but the response from distributors and chainstore buyers to the hardware has mirrored the enthusiasm of the software publishers, who have been queuing up to write for the Multi System. Jürgen Goeldner, the man who runs leading German software distributor Rushware, was so impressed with the specification for the Multi System that he placed an instant order for 100,000 units for the first year of availability. "It will not be difficult to sell that many units in West Germany, even though the Amiga, Nintendo and grey-imported PC Engine are all doing well here" Jürgen commented, expressing his enthusiasm for the console.

Geoff Brown, head of US Gold, also waxes eloquent in support of the Multi System: "I think the specifications are fantastic, but the real secret of its success will be opening up the machine to third party software support. This is definitely where Konix has the edge over the protectionist policies of Nintendo and Sega. As UK publishers, our intention is to support hardware manufacturers who support us." Like everyone else who is itching to get hold of a development system, US Gold hasn't actually started work on any products for the new console, but "as soon the development kit arrives, we'll start producing product. Something like *Leaderboard* is an ideal candidate for the opening title", Geoff Brown asserts.

"The response has been enormous – it has really surprised us", Wyn states. "We had a launch in mind, and forecast sales of 100,000 units. The software publishing industry said, 'sell 100,000 units and we'll back you', but once we started talking to people in the distribution trade, it just started climbing and climbing. Our production capacity for the first year is already oversubscribed, so we have to limit the launch to the UK and Europe in the first instance, to make sure we can keep pace with the demand."

Next month, we'll be bringing you news from the Multi System launch at the Toy Fair – and showing off the console's potential with screenshots taken from the demos at the show. Meanwhile, start saving your £200 – you've got until August this year to get the money together, and even though at least 100,000 units will be built and ready for the High Street launch of the Multi System, demand is likely to be phenomenal. Tomorrow's computer technology has been harnessed inside the basis of a complete home arcade system. Providing software authors can rise to the occasion, you should soon be experiencing all the rock 'n' roll thrills of a dedicated, cockpit arcade machine in the comfort of your own home. ●

# GETTING GAMES ONTO THE MULTI SYSTEM

## Paying Attention To Details...

The hardware contained in the Konix console could hardly be described as standard fare for current games programmers. Even though a bog-standard 8086 chip is at the heart of things, designing graphics and programming games directly on the Multi System would prove a little difficult for most development houses starting from cold.

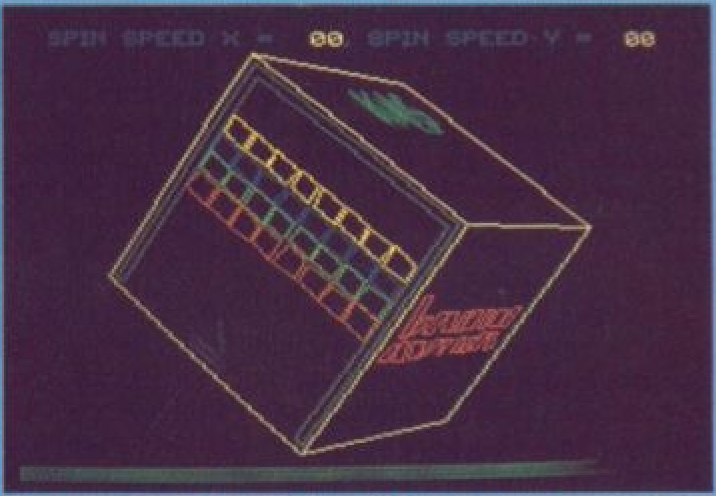
In order to make writing games for the Multi System as programmer-friendly as possible, Konix did a deal with PDS, or Programmers Development Systems to give them their full title. PDS supply a PC-based games development system to professional games programmers, including the likes of Archer MacLean, Jez San, Realtime, Telecomsoft and Virgin to name but a few of the 250-plus users. Rather than writing code directly onto the target machine, programmers using PDS write code on a PC using powerful software development tools and then assemble their code, download it into the target machine and see how it runs.

Originally designed over three years ago by Andrew Glaister, the PDS development software and interface hardware has been refined as the result of the experience of its users, and is now the most popular commercially-available games program development system. *Star Wars*, *Empire Strikes Back*, *Afterburner* and Palace's *Barbarian* are just a few of the 8-bit titles produced using the PDS system.

**The Attention To Detail team – Chris Gibbs, Fred Gill, Martin Green, Jon Steele and James Torjussen**

Attention To Detail, a quintet of Birmingham University graduates, won the contract to produce the library of low-level routines which allows PDS to be used to write games for the Multi System console. As well as writing a custom graphics package that allows artists to work on a VGA PC screen and then download graphics to the Multi System, ATD are producing a user-friendly FM sound synthesis utility. The graphics package was well advanced at the time of our visit, and supports a host of useful features the ATD team decided to include as a result of the experience they gained while writing the ST version of *Supersprint*. For starters, it allows the artist to zoom in on a picture, and make alterations even at 100x magnification; another facility allows the user to mix a palette of colours and then move it over the screen, close to the work area, in much the same was as an artist working in oils would approach a canvas.

To produce sound, the Multi System works like a Yamaha DX synthesiser (that is, like a CD player except it makes up the sounds on the spot rather than reading them in as data from a spinning laser disk). Program developers using the PDS system will use an on-screen slider-bar driven utility when building up effects and music – although the Multi System can use sampled sounds, samples won't feature in games unless sufficient memory is made available.



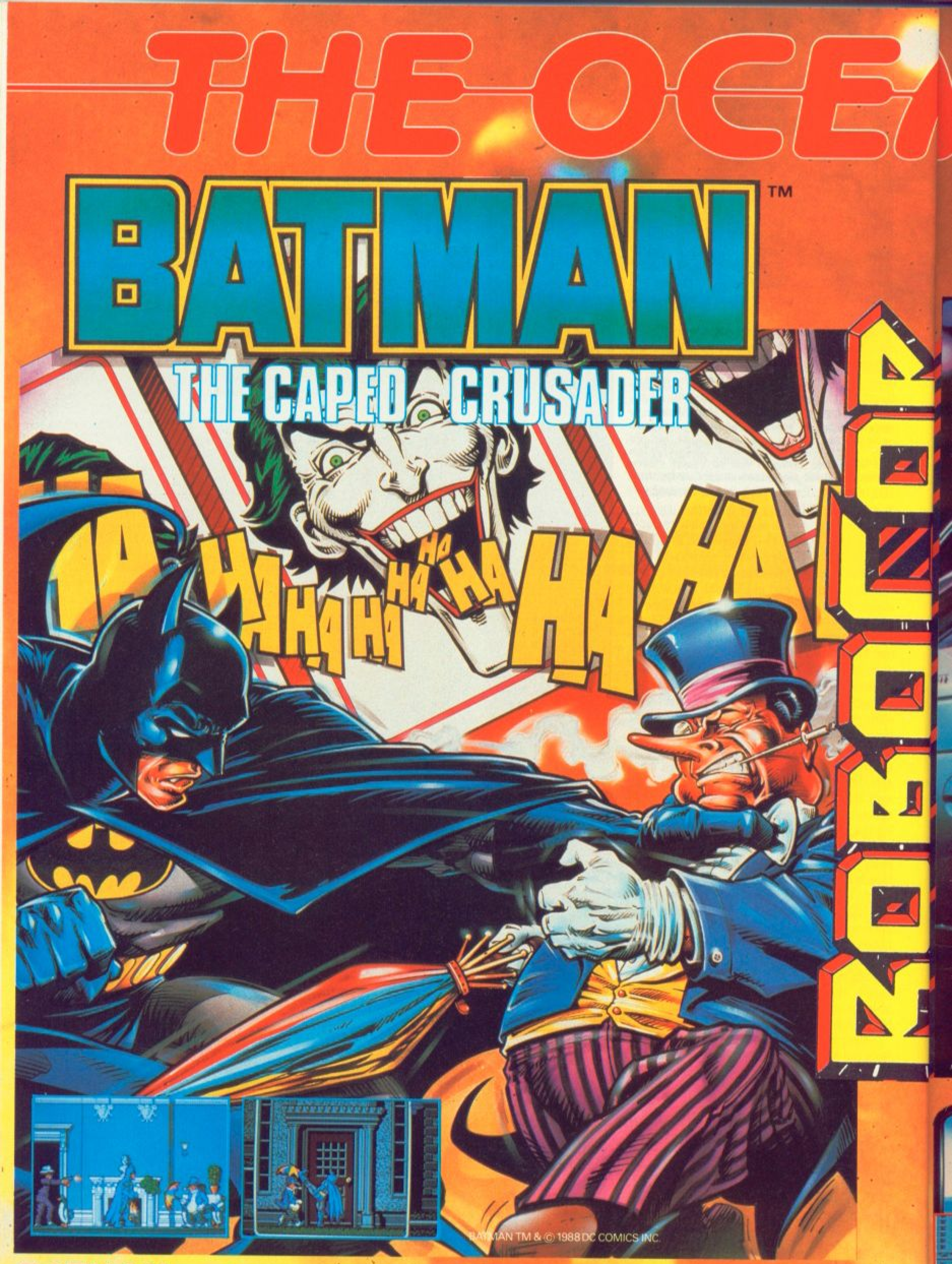
**A snap of an early version of a cube demo, written by new software house Attention To Detail. The version we saw at ATD was much more advanced: as the whole wireframe structure rotates smoothly (and amazingly rapidly) in three axes, a Breakout game plays on one face, a Scramble game plays on another, while Asteroids happens on a third. The three remaining faces are taken up by the Konix Multi System logo...**

**Rather than show preview shots of four more of ATD's unfinished demos, we decided to wait until we'd been to the Toy Fair and seen them running properly. Next issue, look out for the full launch story and photographs of the finished demo software...**

Four of the five demos being written by ATD for the Multi System's January Toy Fair launch were well advanced when we visited – the cube demonstration was nearly complete, and a scrolling roadway and riverway were belting along on the development hardware. A demonstration programme which uses filled 3D to show off aspects of the Multi System and its peripherals in a style borrowed from the computerised book in the TV series of HitchHiker's Guide To The Galaxy was also underway, while a cockpit view from an aeroplane flying over mountains was at an 'experimental' stage.

The demos were well impressive. Doubly impressive, considering they were only partially complete and, according to Flare's Martin Brennan, were running on hardware that was only working at a third to a half of the capabilities of the production version of the Multi System.

Whenever a new machine is launched, it takes programmers a while to get the best out of it – cast your mind back to the commercial games that first appeared on the Spectrum five years ago, and contrast them with the programs that we see on the humble Spectrum these days. Martin Brennan explains that people will need to change their way of thinking about things if they are to get the best out of the Multi System. One little example: when the rotating wire-frame cube demo pictured here was written, the programmers cleared the screen after drawing the cube in one position, before drawing it in the next – which is the logical way to do things on the current generation of home computers. On the Multi System hardware, however, it is quicker to undraw the cube – that is, draw it again in the background colour so that it disappears – than it is to clear the screen before drawing the cube in its new position. Only experience on the hardware will lead to such little performance-improving wrinkles being discovered.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**Yes, it has finally happened – someone has won the £100 software prize! Read on to find out who... And if you fancy having a crack at the big one, send a missive to:**
**ACE LETTERS, THE EDITOR, 4 QUEEN STREET, BATH BA1 1EJ.**

### GIRL TALK

I feel compelled to put pen to paper and ask 'Where are all the female computer users?' I am a 31 year old female ST owner and feel very much in the minority. When buying software from a shop, I have now learnt to wear mental blinkers, because battling for position amongst spotty 14 year old boys can be embarrassing to say the least. Once, I'm ashamed to say, when returning faulty software to the shop I made the excuse that I was doing it for my son (which I don't have!). I don't really care any more, but it would be nice to see a few more females – even spotty 14 year old ones – milling around the software shelves.

Strange though, isn't it? I wonder if anyone has got any suggestions as to why computerland seems to be ruled by males. All you female computer users out there, stand up and be counted.

**Mandy Flower**
**Timsbury**

*Slugs and snails and puppy dogs' tails I expect Mandy – no wonder computers aren't too appealing a prospect to females. Could there be room for a female computer club to redress the balance? Anyone out there started one? Write in, and we'll pass on letters.*
**GK**

### FREESCAPE FOR IMPROVEMENT?

It has to be said, so here goes: Freescape on the Spectrum is rubbish.

Let's get things straight – I'm not knocking the Spectrum. I've had five and a half years' happy use from mine. And neither am I slamming Freescape – I'm all for innovation, and Freescape is definitely innovative. However, the two are just not suited.

I think the essence of Freescape is that it's supposed to be the next best thing to being there. It portrays this through its graphics, and that is the problem. For a start, the graphics are so blocky, which makes most things look rather unrealistic. The graphics are very dull when it comes to colour, in particular, *Total Eclipse*. Then they are very slow, which ruins the excitement for a first person perspective game for me.

I realise that all this is due to Freescape using complex mathematics to calculate where everything on the screen should be, but if these are the 'side effects', is it really worth it?

The Amstrad version is better, but only on 16-bit machines does Freescape show its true potential. Like I said, I'm not knocking the Spectrum – five years ago it was state of the art, and in five years the ST and Amiga will probably be in the same situation as the Spectrum now.

**Stephen Baishya**
**Stoke-on-Trent**

*Anyone else like to have their say on this?*
**GK**

### CONSUMER RIGHTS CLINIC

I would like to give your readers a warning about returning faulty software.

I purchased a game from a computer store which turned out to be faulty. When I returned the game to the shop, they exchanged it after testing to make sure that it was faulty. When I tried the new one, it was faulty as well, and as they had no more in stock, I assumed I would receive a full cash refund so I could buy the game elsewhere. But no, I was then informed that because of the copyright laws regarding computer software they could not give cash refunds on faulty goods – they would change the game for another of the same price, but there wasn't anything else worth buying.

**RM Gibbons**
**London**

I have had trouble with several mail order companies – I lost abut £35 when one went bankrupt, and another has sent me the wrong game twice, a saga which has dragged on for three months.

I would like to know exactly how I am protected as a consumer. What action I or anyone else must take to gain compensation? How do you, the magazine, screen advertisements for authenticity? Every month there seem to be more and more companies advertising in your pages.

**R Mitchem**
**Cheltenham**

*The first person to think of, in any dispute with a retailer or mail order company, is you local Trading Standards officer. Look in the phone book or see your local council. Trading Standards officers are employed to make sure that relevant consumer laws are adhered to, and in some circumstances have more power and influence than the police.*

*The Sale of Goods Act sets down in law that goods offered for sale must be of merchantable quality, that is, fit to serve the purpose for which they were*

## POINTS OF VIEW

### THE VIRUS DEBATE

*One for and one against – Virus owners are too busy enjoying themselves to put pen to paper...*

In response to Philip Hargreaves' letter telling people not to bother buying *Virus*, I'd like to say I certainly will bother.

I've reached 250,000 playing *Virus* on the ST and hope to be purchasing *Virus* for my Amiga soon. I think *Virus* is of the highest quality and your review was dead right. I think the reason Philip was 'extremely disappointed' was because this game requires skill and patience and, of course, time – the average *Virus* game for me lasted an hour and a half.

**Andrew Reader**
**Maidstone**

Although *Virus* was one of the best original pieces of software of 1988, you were wrong to give it such a high rating and such a glowing review. Its stunning graphics and sound deserve praise, but the control method takes a week to really get the hang of and I doubt if many people will be playing it after a year. By the way, has anyone found a cheat mode for the Amiga version yet?

**David Hedges**
**Upchurch**

### RACE HATRED

*Some sensible opinions came out of the wainscot as a result of VC Botterill's letter about stirring up nasty tendencies... and one of these missives collects a prize for the rational, sensible arguments it puts forward.*

I don't think it's wrong to blast down the odd alien or shoot down a few Germans so long as it is kept to computers. It could even be stopping people doing it for real, because they can do it on computer.

A lot of games are like the ones V Botterill mentioned because they involve a lot of action and that makes it exciting for the player. If every game was about reading the newspaper or making a cup of tea, games would not sell.

**Jamie O'Brien**
**Hornchurch**

*True enough Jamie, but you never know – even as you read this, Codemasters might be working on Ninja BMX Tealady Simulator...*

I am writing to support V Botterill's letter, concerning the xenophobia apparent in much current software.

Games such as *Raid Over Moscow*, *Red Storm Rising* and so on depict other countries, usually the Soviet Union, as being threatening, aggressive and evil in much the same way as other games create assorted Thargs, ghoulies or monsters for us to save the world from. If we are to enjoy playing at killing, bombing, blasting and destroying, then it is essential that we have an easy conscience about doing it. We can only have an easy conscience if 'the enemy' is seen to be inhuman and totally evil. A game which depended on machine-gunning a nursery school playground, say, would not sell many copies.

The real world is not all black and white, and when games pretend to simulate the real world in trying to heighten the tension of the game, they reinforce prejudices that we are already prey to. In every war there has been, each side has been at pains to dehumanise the enemy, in order to persuade its ordinary, decent citizens to condone or commit acts that would normally disgust them.

Even in peacetime, we are constantly being manipulated and taught to regard other nations as a threat – there can otherwise be no justification for the vast amounts of money spent on arms. It is hard enough to see beyond the distor-

## NEXT MONTH

Issue 19 hits the streets on Thursday 2nd March – make sure you're early in the queue, because there's lots going on. Like the free covermounted thingy that Kevin hasn't told anyone about yet.

More Multi System news – this time from the Toy Fair launch, including pictures of the demo software.

Modem games – a follow up to the features in Issue Four and Issue Twelve.

Full review of *Populous*, in amongst a host of hot software news and reviews.

*sold. In the case of a computer game, this means that the disk or tape must load into an appropriately calibrated computer, and then run. If goods are not of merchantable quality, you can take a replacement from the vendor, but under law you are entitled to a full cash refund. Mention the Sale of Goods Act to most retailers, and you get the money back. If not,get in touch with your local Trading Standards Officer. With mail order companies, it's wise to bear in mind the old adage, caveat emptor – buyer beware. If a mail order company is offering wonderful deals that are very tempting, you may have to accept an element of risk in making the purchase. Selling cheaply means there's less profit, and less profit means less money to spend on customer relations and on making sure that problems with orders get sorted out quickly and efficiently. Popping down to the local shops and paying full price makes it very unlikely that you're going to be ripped off.*

*That said, a few precautions can minimise the risk of buying mail order. First, check that there is a full postal address in an advert – not just a PO Box number. Secondly, only buy from a company that has advertised regularly and looks as if it is around to stay. Thirdly, it's worth paying by credit card – credit card companies vet organisations before accepting them, and are obliged to step in if there's trouble between you and a retailer.*

*Finally, magazines who accept advertising from companies are themselves taking a risk – we can't ever be certain that we'll get paid. We make reasonable effort to ensure that mail order companies are trustworthy, and refuse to carry adverts from companies at the first sign of serious trouble.*

**GK**

tions and propaganda as it is – do we really need it pursuing us into our leisure software as well?

**Keith Smith**
**Leeds**

*Well said Keith. For such lucid arguments, you are the first person to collect the full Letters Prize. Drop me a line with a list of the games you'd like to the value of £100. Meanwhile, it's nearly time to close the Race Hatred debate...*

**PRIZE LETTER**

I agree with V Botterill, in that arcade games could do with fictional enemies instead of the usual Reds, Vietnamese etc, but I totally disagree with him on the subject of simulators.

Simulators are made to be realistic. The F-16 was built to take out MiGs. The British navy is there to counter-attack the Russian navy, and the Russian navy is there to counter-attack the American and British navies. All these nations 'play war', that is practise fighting other nations.

If you make a simulator, you can't have an F-16 against a UFO – it wouldn't be a very realistic simulator.

**Richard Warden**
**Romford**

*...and move on to something completely different.*

### FESTIVE MOANS

With regard to your Christmas issue, dear is the operative word: never before have so many been asked to pay so much for so little. Many of the usual articles, on computer music for example, were conspicuous by their absence, to be replaced by an increase in the number of the adverts. Even the reviews, the mainstay of your magazine, after being paraded as the biggest screen Test section ever, failed to come up to scratch – with only two ACE Rated games, both for the 8-bit machines. You had obviously gone to very little effort to find good games to review, preferring instead to chase advertisers. Where was the review of *Falcon*, which some magazines reviewed at the end of November?

**The Lord Ouierd**
**University of Essex**

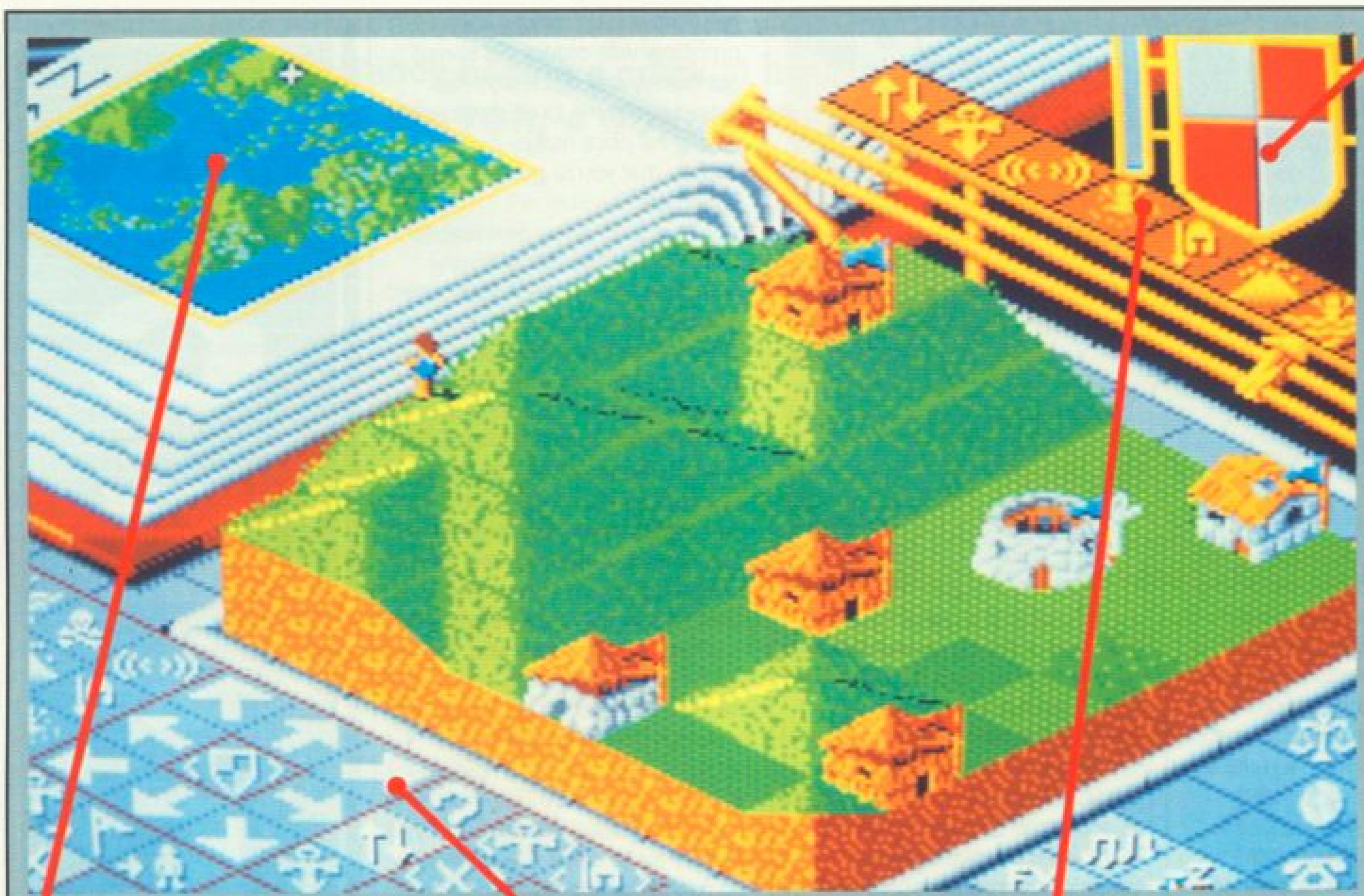
*Weird indeed. So now its our fault that companies don't produce brilliant games all the time. Hum. Oh, and you must mean ST Falcon – we reviewed* Falcon *barely moments after it arrived on these shores as a PC game, yonks ago. As for ST Falcon, It didn't seem sensible to review an unfinished version, so we didn't, Ouierdo. Look out for the definitive guide to Falcon Flying as Uncle Tom Watson from Mirrorsoft gets into the cockpit – coming next month to an ACE near you.*

*What's this, not enough tinsel?*

I am utterly distressed by the callous way you handled the so called 'Festive' edition. If you did not look at the top of the front cover you could be led to believe that it was just another edition of Britain's most popular home micro magazine. The fact that it was the most important month in the entire home computer diary was hardly brushed upon, yet alone celebrated. Take for example the stupendously wonderful Railway Modeller – holly on the front page, full paragraph of festive greetings in the editorial and may other snippets of Christmassy well-wishings throughout. But you lot down there in boring old Bath thin you're too high and mighty to stick up a bit of tinsel.
Shame on you!

**James Coldwell**
**Mistley**

*Ah yes, Railway Modeller. That explains a lot.*



**This shield gives information on the current strength of the two populations and the status of a knight, if you've created one. The knights are particularly nasty because they will proceed to systematically destroy as many buildings and people as they can.**

**The open book shows a map of the whole world, from which you can judge the general shape of the landscape, how big the population is and where your people are.**

**The central area shows a magnified piece of the map on which you can view events as they occur. This is also where you modify the land, flattening it out so that the people can colonise it.**

**These are the icons which, when selected, control most of the action. As well as visiting acts of god there are options for determining how the people behave – they can concentrate on settling or be ordered to attack the enemy. There are also icons that allow you to call up several menus where the abilities of the players can be altered. For instance you can stop the computer player being able to perform earthquakes, which makes life easier for you.**

**This gauge indicates your energy level. It rises as more land is cultivated and the population increases. Along the bar are gradings, each of which allows you to perform a god-like act when the pointer reaches it. Going up the scale of energy required there are earthquakes, swamps, knights, volcanoes and floods. Judiciously used they can make a complete mess of an area and force your opponent to spend much time and energy reshaping the territory he controls.**

# AND FROG

**Frog walked upon the face of the void, and it was all a bit dull, so in a fit of enthusiasm he created the world in six days. He saw that it was good. On the seventh day he rested, and thought how much he'd enjoyed himself: and on the Monday morning he played with his Lego set and created Populous, so that everyone could have a go.**

**The Bullfrog team (l to r)**
**Glenn Corpes, graphics and programming for *Populous* and for *Fusion*; Andy Jones, *Fusion* graphics and level design; Kevin Donkin, *Fusion* programming; David Hanlon, music and effects; Sean, frog holder; Peter Molyneux, *Populous* design and programming.**

Would you like to be an omnipotent being, tinkering with the lives of hundreds of people, visiting all manner of natural disasters upon the unbelievers and trying to stomp on other deities? Thought so – no-one can resist being all-powerful every once in a while. Peter Molyneux of Bullfrog games looks like any ordinary mortal but, armed only with a Lego set, he too has created a world. In it, two rival gods battle to achieve supremacy by changing the landscape to make it habitable for the people who worship them and so stimulate the technological advancement of their civilisations.

The game has undergone several name changes including our favourite, *A Sea Monster Ate My Leader*, but under the title *Populous* it's going to be one of the best games of

## GODS AT WAR

One of the most enjoyable aspects of the game is that not only is the computer opponent intelligent, but you can hook two machines together by interface or modem and play against another human. Much of the fine tuning of the game has been getting the computer opponent to play well. Every time a member of the Bullfrog team found a way to beat the computer, Peter carefully reprogrammed it so as to plug the loophole.

It's not just the opponent who displays intelligence, either. The individual people also behave differently depending on the circumstances, making a total of 300 individual intelligences wandering around the map.

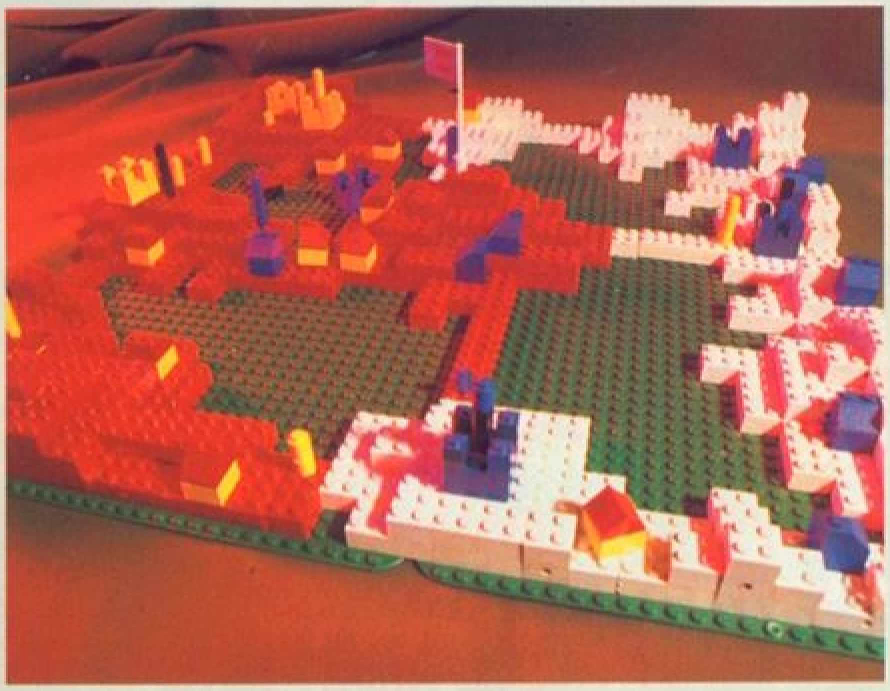
Another idea, not yet implemented, is to network the game so that 16 people can play at once. This would really be the ultimate in multi-player games but sadly is unlikely to surface because of the lack of people who could actually make use of it. Looks like we will have to settle for two-player action for the moment.

## TIDAL WAVE HITS LEGO WORLD

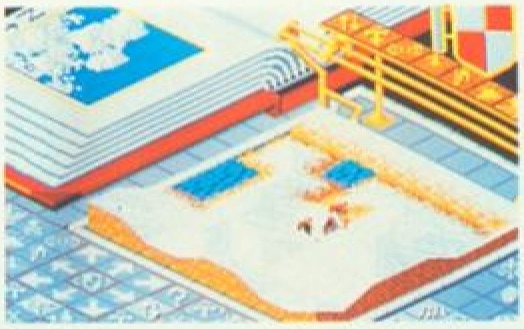
Lego was used to design the gameworld, with the great advantage that the game was playable using the model. Although not as complex as the final computer version, the basic idea of reshaping the landscape and populating the world with your people could be fully tested in this real-world form.

As yet there aren't any plans to market Populous as a board game, but it would be ideally suited to the genre, so don't be surprised if you see it popping up on the shelves at some time in the future.

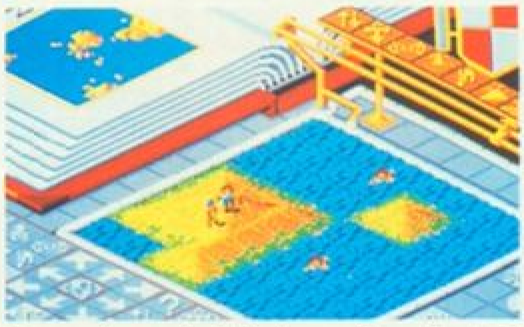
What you certainly wouldn't find in a board version is water. Not that Peter Molyneux didn't give it a go. In order to test the idea of the water being displaced when blocks were added, thereby raising the water level and flooding low-lying land, he filled the Lego model with water. Unfortunately Lego isn't exactly watertight and the resultant flood dissuaded further experimentation.



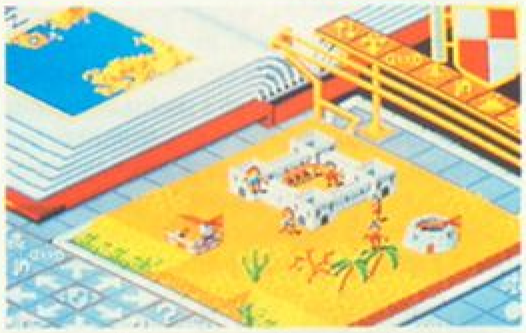
**The Lego model game complete with two players (red and white blocks), houses, castles and people represented by the small yellow cylinders.**



**Ice landscapes are inhospitable places where the people find it tough to survive.**



**An unpleasant deity has either flooded the land or whipped it out from underneath those men in the water. If some kind god doesn't intervene, they'll die.**



**This is the desert scenery and shows a castle, the biggest building that can be created. In the foreground are some trees, which occur randomly, as do rocks.**

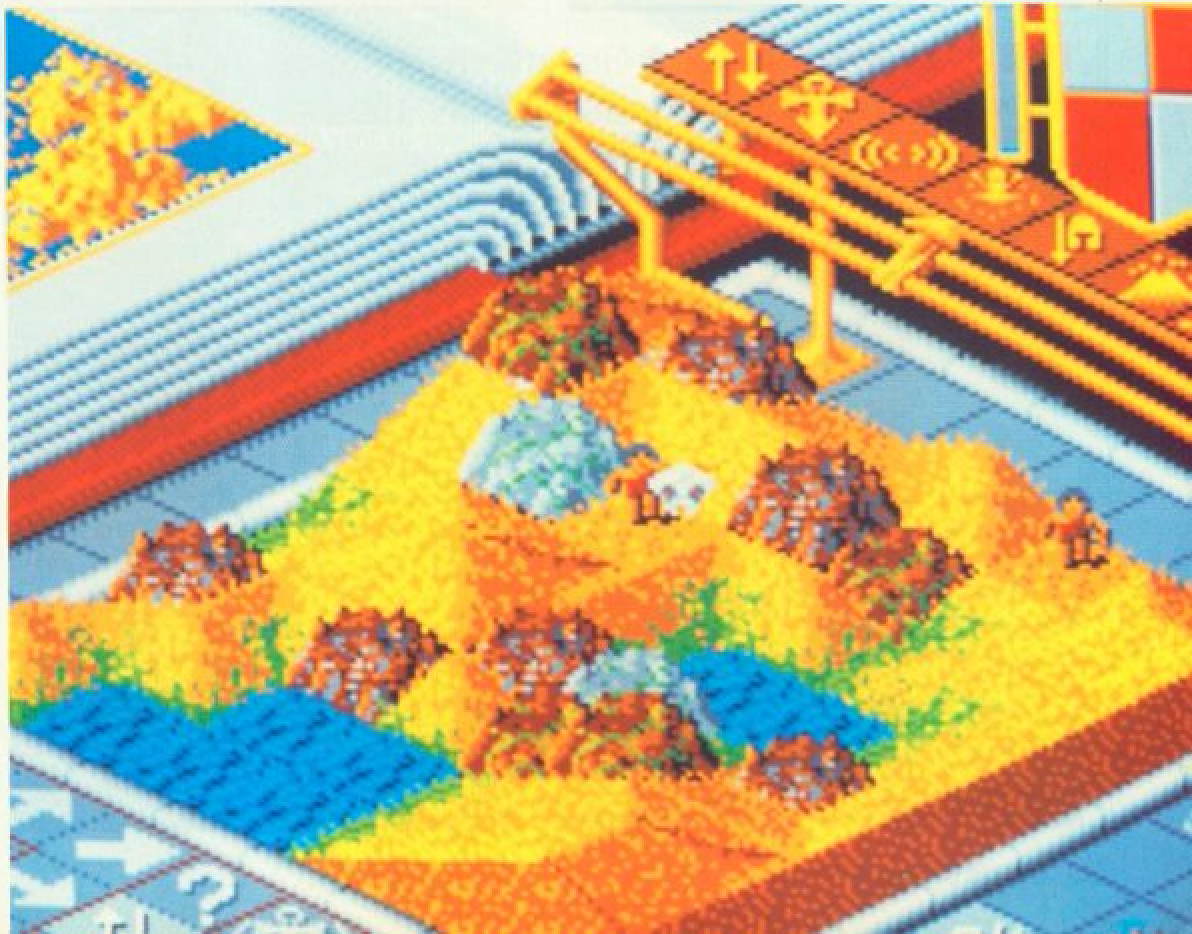
# CREATED MAN

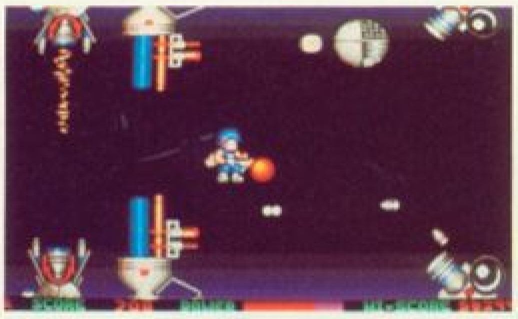
**(Right) The volcano is a rotten thing to hit anyone with because it leaves these big rocks all over the place. The only way to get rid of them is to take the whole area down to sea level and build it back up again.**

the year. As a god, the player has at his disposal many divine powers for wreaking havoc and ordering people around. There are hundreds of levels in which the two gods battle to annihilate each other's colony of people. The landscapes vary from barren deserts and fertile pastures to icy wastes.

Before writing *Populous* the Bullfrog team had only produced two other games – *Enlightenment* on the Amiga for Firebird and *Fusion* for Electronic Arts, the ST version of which is soon to be released. *Populous*, which could well establish Bullfrog as a major force among software developers, will also be available on both ST and Amiga through Electronic Arts, hopefully in March or April. A full review will appear in next month's ACE.

● Bob Wade





**Amiga – Blasting away on Level One, you need to be a *Trained Assassin* to survive.**

## TRAINED ASSASSIN

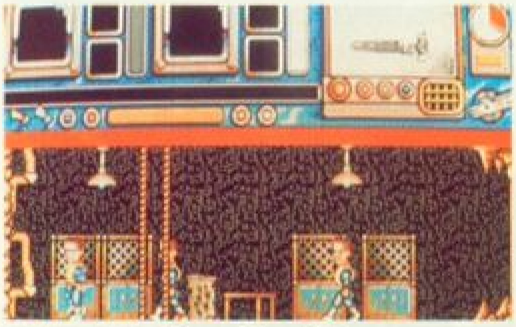
● Digital Magic

Fast and furious action is promised in this fast 'n' furious shoot-em-up due any day now on the Amiga. Five levels of mayhem are promised and no less than ten weapon systems are scattered around the scrolling play area. Collect 'em and kill those aliens.

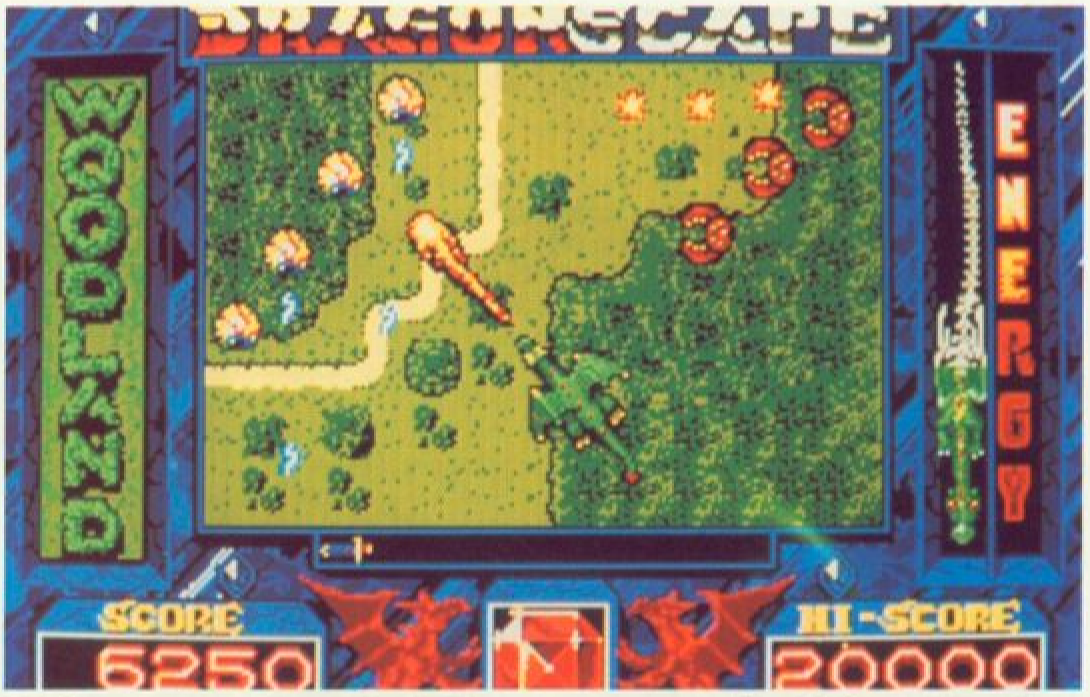
## THUNDERBIRDS

● Grandslam

International Rescue take to the skies again, this time in a *real* Thunderbirds licence. Real? Well the first one was little more than a neat puzzle game that had the Thunderbirds name attached, but Grandslam are taking a much more thorough approach to their licence – the characters from Gerry Anderson's series appear, for starters, and there's a real plot involving a bit of blackmail...



**Amiga – The International Rescue.**



**ST – Garvan, your pet dragon, hacks his way over some woodland in the quest to rid Tuvania of evil.**

## DRAGONSCAPE ● Software Horizons

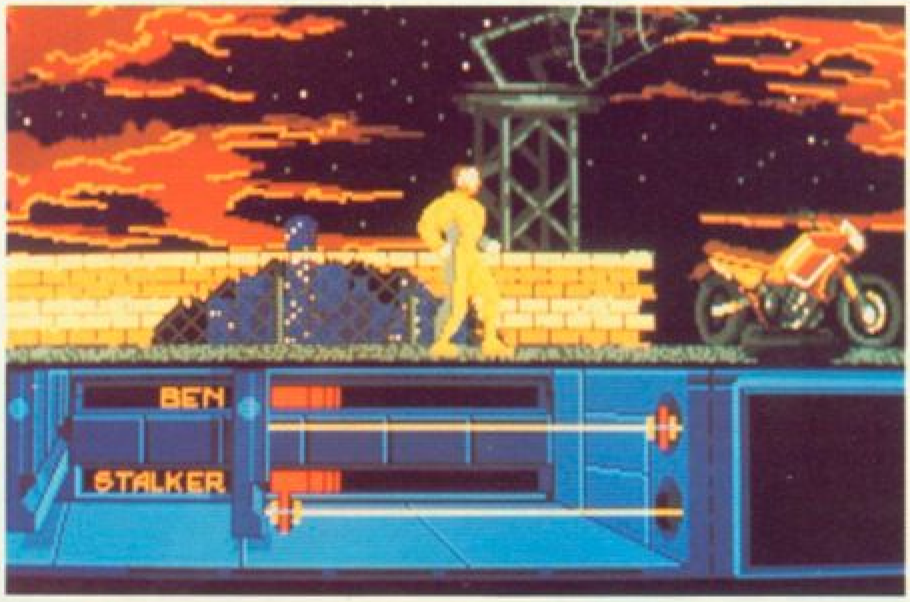
It's not often that dragons get to star in games – they usually turn up as end-of-level guardians that need a good blasting. *Thanatos* from Durell (remember it?) went some way towards redressing the balance. Now Software Horizons are about to make a friendly dragon the hero in a quest to chase the forces of evil from the land of Tuvania.

In order to progress through Tuvania, eight artefacts have to be found in each of five zones and then placed in the correct spot. Just to make life difficult, hordes of soldiers are after your dragon's blood and they have booby-trapped some objects and constructed mazes around others...

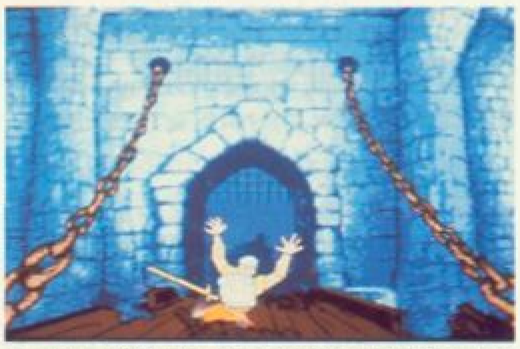
# ENTER THE DRAGONS

## THE RUNNING MAN ● Grandslam

The ultimate gameshow of the future – criminal justice dealt out during primetime TV. Criminals have to fight for their lives, watched by a TV audience of millions as they attempt to defeat gladiators. Enter Arnie S, man-mountain and star of countless combat movies. As you might expect, the hero survives his ordeal and gets to turn the whole gameshow concept on its head.



**Amiga – The rough, tough hardman makes his way through some hostile terrain.**

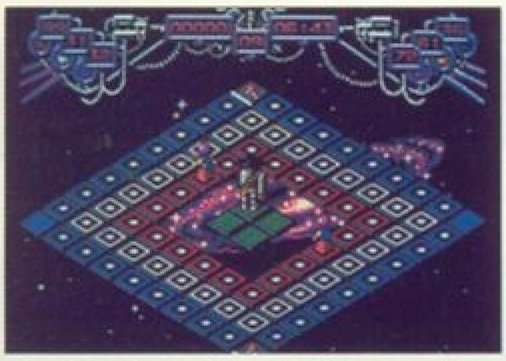


**Amiga – With a memory-rich machine you too could try to prevent Dirk from meeting a grisly end.**

## DRAGON'S LAIR

● Entertainment International

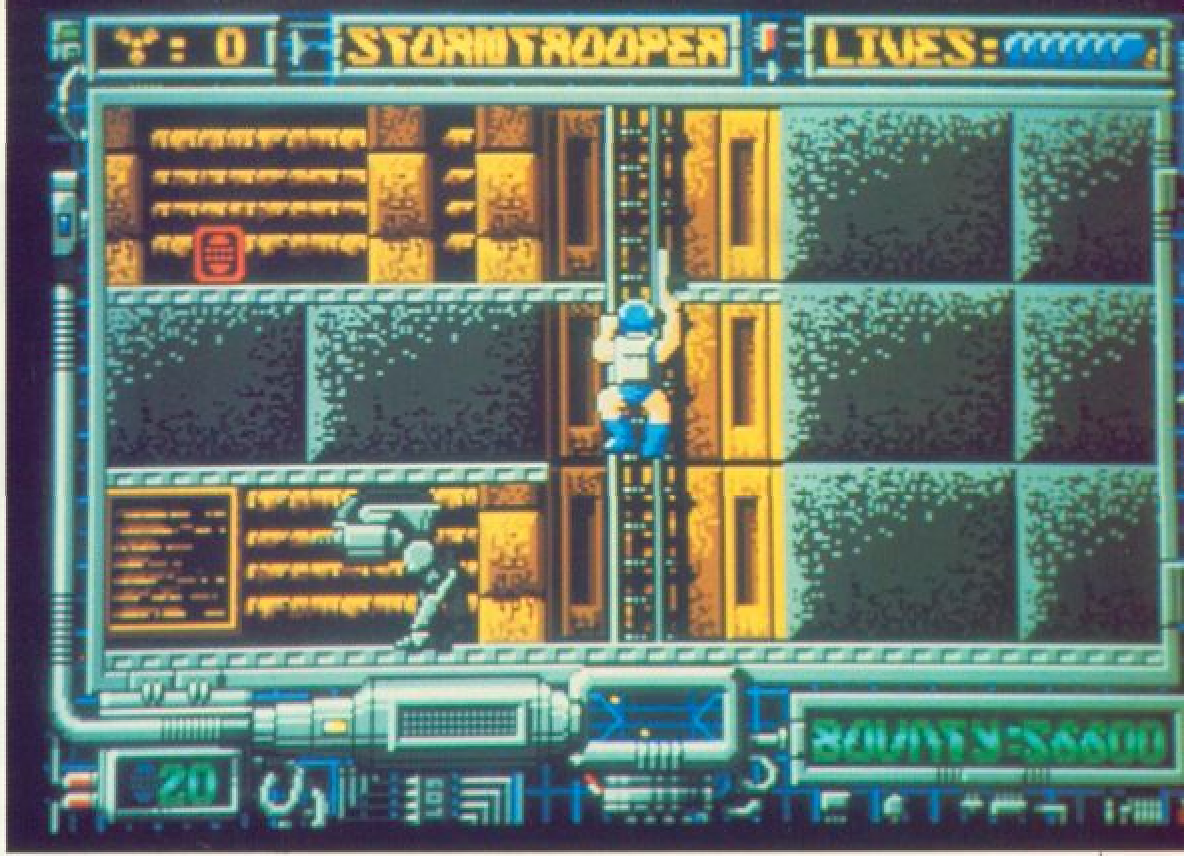
Dirk the Daring is at it again, this time without the aid of laser disk or C64. He's back courtesy of Entertainment International, who are making ReadySoft's version of this interactive cartoon available to UK Amiga owners. An A500 or A2000 with 1 Meg of memory is needed, unless you own an A1000 with 512K, that is. And it's well pretty too...



**ST – Puzzling action in mid-space from the all-new upmarket Alternative.**

## WRANGLER ● Alternative

Budget house Alternative are marking the arrival of a new year by moving into the full-price, 16-bit market. First off their new production line is a 32-level puzzle game, *Wrangler*, in which panels in the play area have to be repaired while dodging the fire from hostile droids.



**ST – Clambering up a ladder en route to the mad scientist's secret hideout in Creation's *Stormtrooper.***

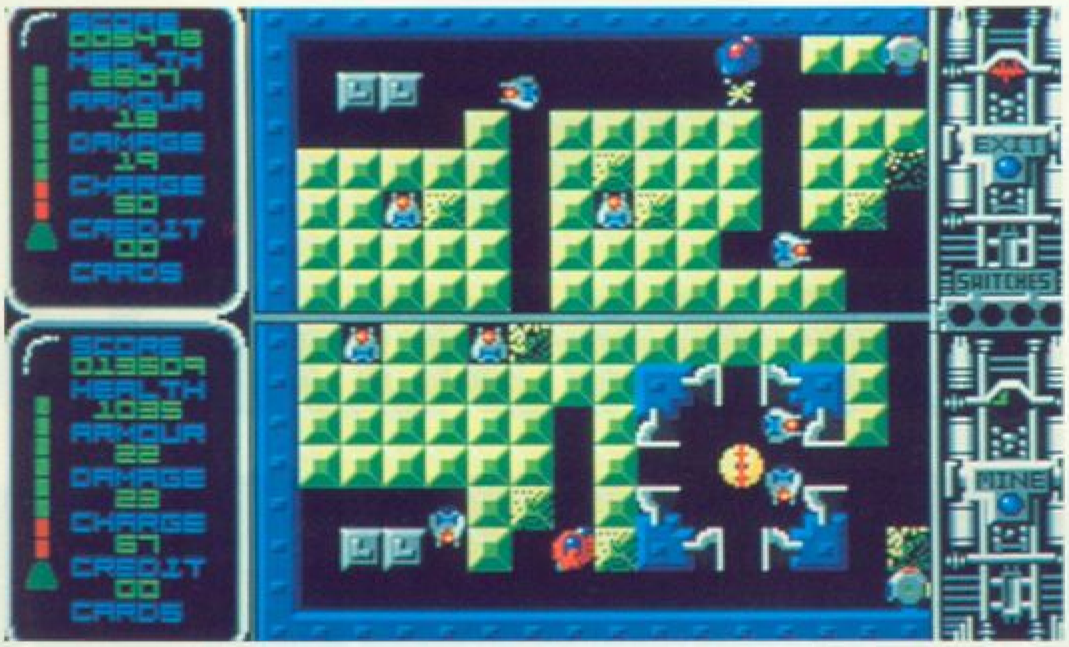
## STORMTROOPER ● Creation

Mercenaries have taken over a mining complex and a mad scientist has taken control. Trouble is, the complex mines a highly dangerous mineral, capable of blowing up whole planets. The Earth government is worried, so they're sending you into this platforms and ladders shoot-em-up to ensure that interplanetary peace is maintained. Get the picture? The ST version should be around and about by now, with the Amiga incarnation due Marchtime.

## CAPTAIN FIZZ ● Psygnosis

Captain Fizz has got Blaster-tron trouble. Twenty-two levels, packed with Blaster-trons have to be cleared if Cap'n Fizz is going to get home in time for a hero's tea, and it takes two players to attempt the challenge. Co-operation, a penchant for blasting and a strategic bent all help when it comes to dealing death to Blaster-trons.

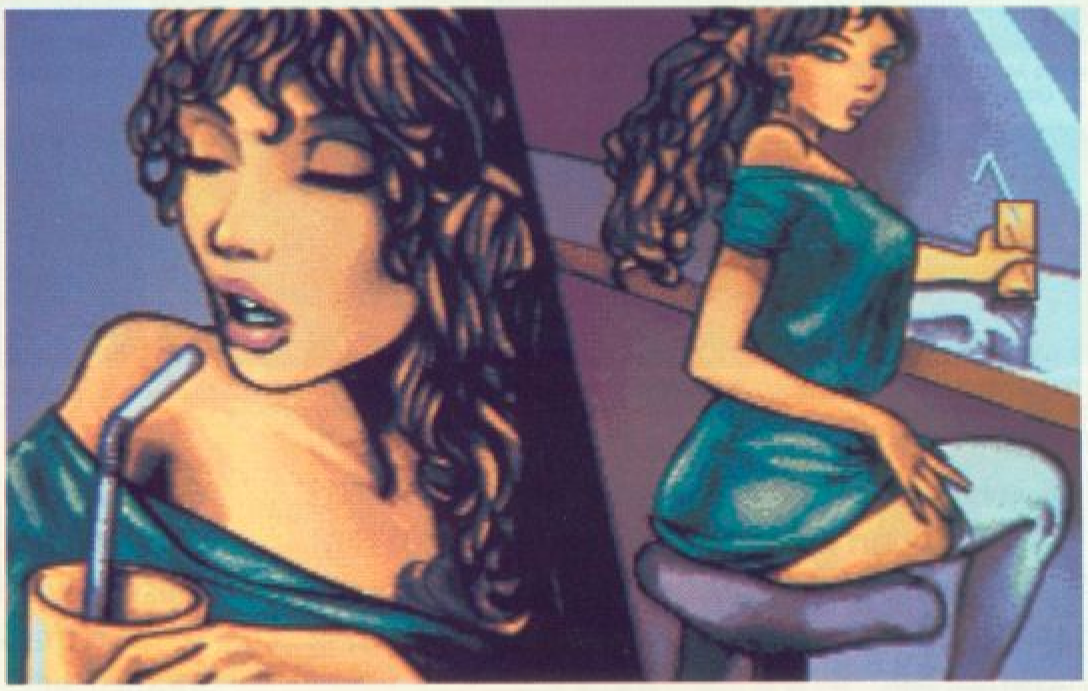
**ST – Simultaneous two player action is the order of the day. Player One occupies the top screen, with Player Two dealing death below.**



## TEEN QUEEN ● Infogrames

Oh no, not another strip poker game! Oh yes, and this time it's digitised pictures of an air-brushed Lolita that titillate the jaded poker player's palate. "It plays a really good poker game", says the Public Relations man, predictably, but how many players will appreciate that? Kleenex freaks should be able to lay their hands on their own Amiga copy very soon.

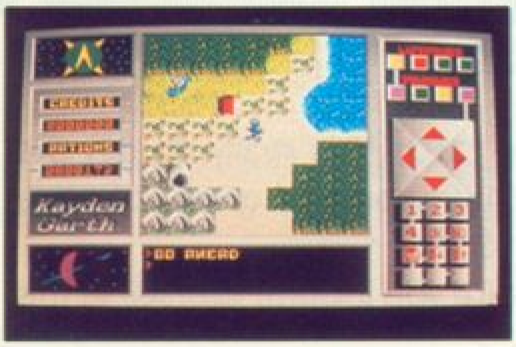
**Amiga – Voulez-vous jouer avec moi?**



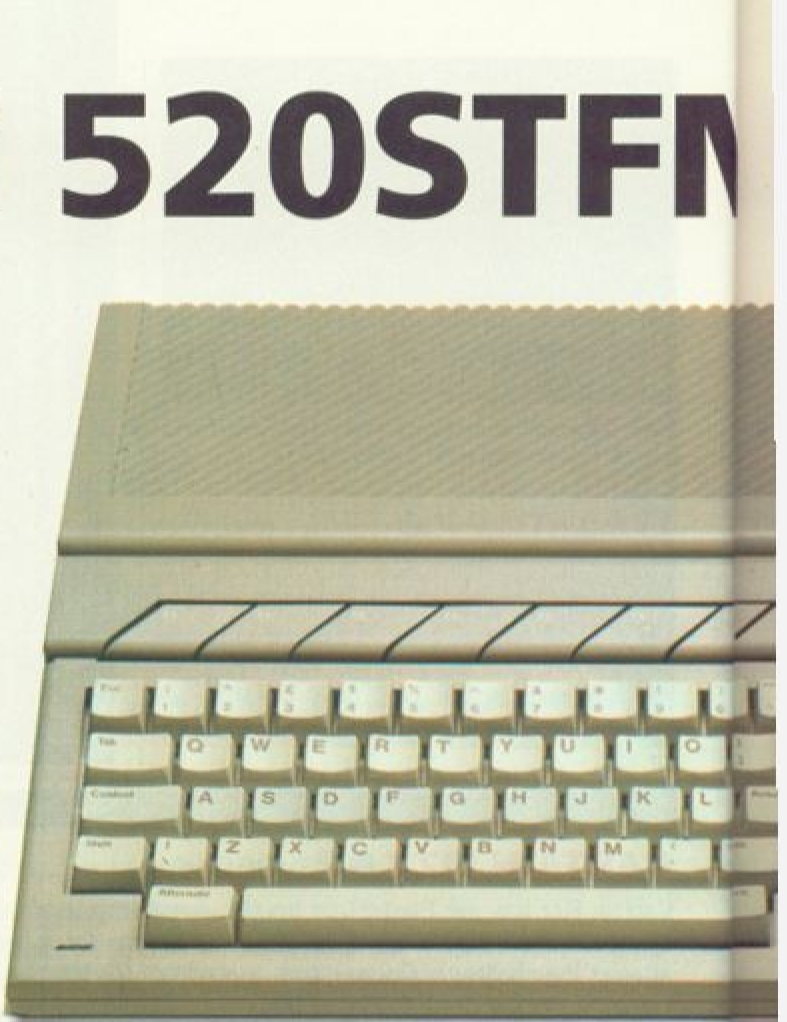
## KAYDEN GARTH ● EAS

Prisoners on a detention planet have rebelled, and in this D&D type romp from France it is your task to quell the uprising. Thirty dungeons packed with traps and hostile prisoners will be awaiting your arrival later this month on the C64, Amiga and ST.

**Amiga – It's rebellion in *Kayden Garth...***



# The Atari 520STF



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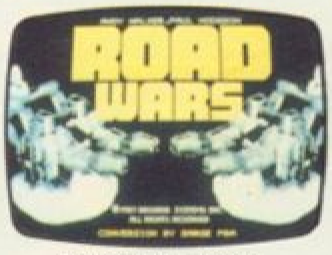

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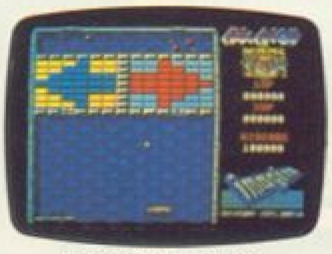

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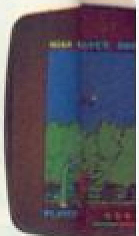

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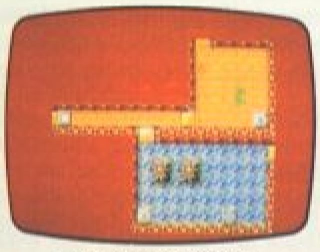

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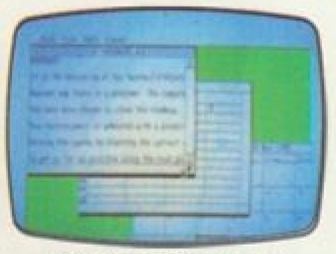

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# ACE ON THE ROAD IN GERMANY

## RAINBOW ARTS: THE STORY SO FAR...

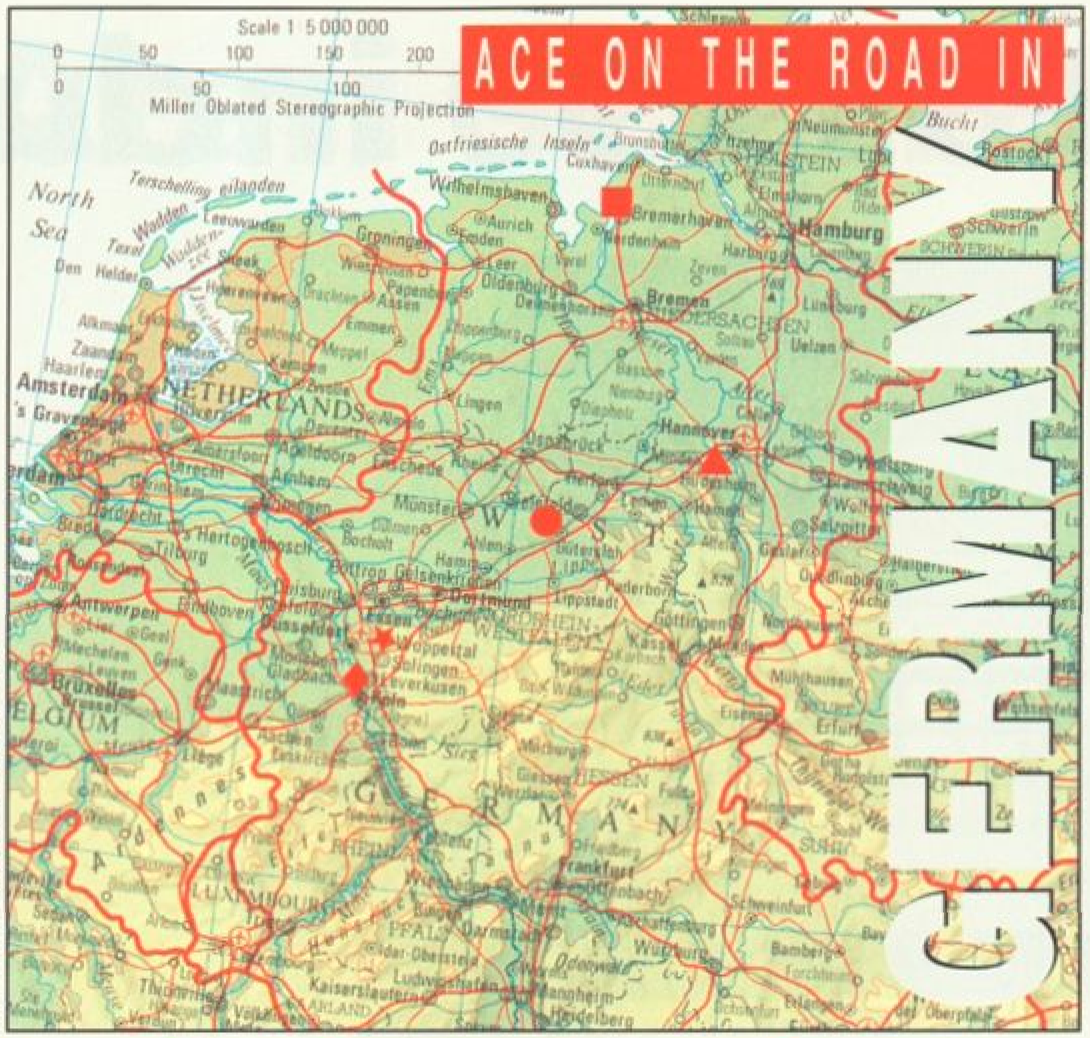
In Germany, one group of companies dominates the entertainment software industry: Sunrise. It is the holding company which owns the Rainbow Arts, Time Warp, ReLINE, Golden Goblins and Rainbow Games labels. Rainbow Arts was set up by Mark Ullrich about four years ago, and is the label best-known in the UK, through its association with US Gold.

Over the past year, Rainbow Arts have become renowned for competent programming and good games, but their reputation for producing slick software such as *Joan of Arc* (ACE Rated in Issue 15) has been accompanied, in the trade at least, with disputes about originality. Remember *Great Giana Sisters*? It received universally sound reviews, but never actually made it into the shops owing to noises made by Nintendo, who felt it was too close to *Super Mario Brothers*. Then there was *Katakis* – a slick, high-speed shoot-em-up which attracted the attention of Activision, who felt it was far too close to their official licence, *R-Type*. US Gold ended up rejecting a handful of Rainbow Arts titles, apparently because of worries about copyright infringements. Whatever criticisms may have been levelled at Rainbow Arts about originality, no-one can dispute that their sound, graphics and programming skills are excellent.

GOLDEN GOBLINS

Quoted in the industry trade paper, CTW, Rainbow Arts' Managing Director Mark Ullrich admitted last year that his company were 'inspired' by certain games, but denied that such influences showed clearly enough to constitute an offence. "A few years ago everyone was doing this sort of thing and no-one complained then. Anyway, basically there are only four types of game so there are bound to be similarities."

According to Teut Weidemann, Development Director for the group of labels, German programmers have tended to clone or borrow ideas from existing games: "Our PC, Amiga and C64 programmers are technically the cream, but they need design support – there has been a lack of originality and creativity in game design", he admits. But the Sunrise group are taking steps to change this state of affairs, as Teut explained during our visit. A couple of games reviewers from Germany's leading entertainment software magazine have been hired to contribute to the development of game ideas. And of course the Golden Goblins label, set up after what appeared to be a mass defection from rival software house Magic Bytes, is concentrating on totally original products. While the talents of Germany's 'cream' will be applied to 16-bit arcade conversions for other companies, including Activision, Domark, and Lucasfilm, you should also expect to see some genuinely original work coming out of the Sunrise stables during 1989.



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■ Time Warp ▲ ReLINE ● Golden Goblins ★ Rainbow Arts ◆ Rainbow Games

## GOLDEN GOBLINS

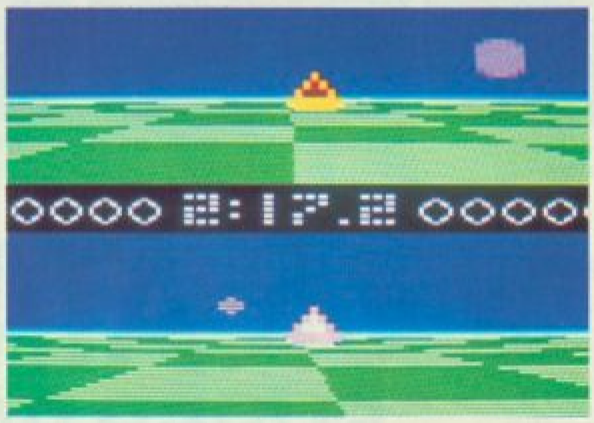
The eight programmers and artists now known as Golden Goblins have been working together as a team for about two years, but they were signed by Rainbow Arts last summer, became Golden Goblins and started work on two games: *Grand Monster Slam* and *Circus Attractions*.

**Most of the Golden Goblins team. For a full breakdown of who's who and who is missing from this photo, turn to the Pink Pages...**

## LUCASFILM AND A CAST OF THOUSANDS...

**If you were wondering whether anyone was going to get around to producing 16-bit versions of *Ballblazer*, *Rescue on Fractalus* and other classic Lucasfilm games, you'll be pleased to know that the Rainbow Arts crew are about to start work. Logical, really, considering their relationship with US Gold and the fact that Lucasfilm have signed a publishing and distribution deal with US Gold that covers all European territories except Germany. Don't expect to see anything in the shops before Christmas at the very earliest, though.**

**The Rainbow Arts team are making something of a speciality of 16-bit coin-op conversions too. Apart from work for Activision (look out for *Ninja Spirit*), they have contracted to produce conversions of five Tengen Titles for Domark. First off the production line will be *Vindicators*, followed by *APB*, *Toobin*, *Zybots* and *Dragon Spirit*, but not necessarily in that order.**

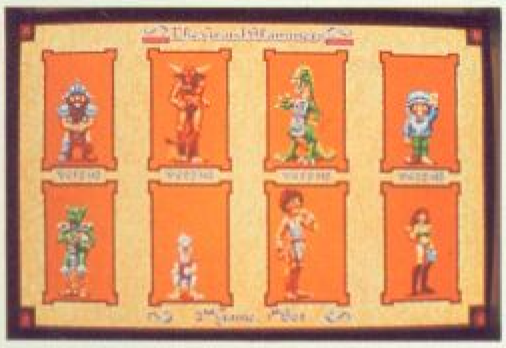


***Ballblazer* on the Amstrad – a classic blast from the past.**

One member of the crew, Hartwig Niedergassel, has been a leading figure in the German role-playing/D&D world for some time, working as an illustrator and writing modules for RPG games. "I think these games should influence computer software more strongly", he says, "My great goal is to create a complete world which has a variety of computer and board games and even novellas hung off it". Teut Weidemann, Development Director for the whole group, is supportive of Hartwig's aim and understands the concept – he's an avid player of the PBM game Rim Wars himself and recently flew to New York for a weekend just to attend a Rim Wars Convention.

The Golden Goblins team, like Teut, share this vision of a world, as complete in its history and geography as Tolkein's Middle Earth or Forgotten Realms, the D&D campaign world. A world which can be used as a setting for a collection of games that could well be linked together, so that a player can enter each module and play it for its own sake, or progress through a sequence of games, building up a character in the process.

And *Grand Monster Slam* could well be the first title in just such a series of linked, modular games. Working with a friend, Hartwig created Ghold as a large role-playing campaign scenario. The land has a detailed history, its geography is fully documented, and descriptions of the races that inhabit the land, including details of racial characteristics, have been committed to paper. *Grand Monster Slam*, the game, depicts an event that takes place every year, an event that pitches representatives of the races that live in one region of Ghold against another in a contest to establish a champion...

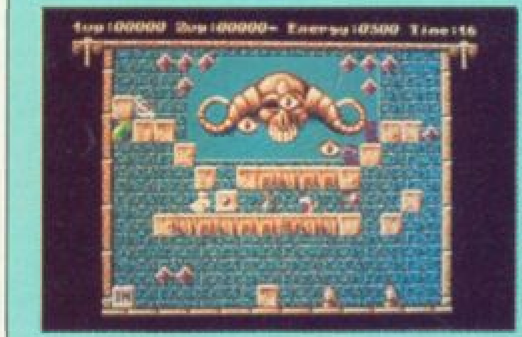


**All the races competing in *Grand Monster Slam* have their own characteristics and react accordingly in the game. If a player is hit by a flying Belom, he is temporarily stunned – and some races stun more easily than others.**

**There's an element of self-control built into the game, so if a player is wound up he'll either play badly or start committing fouls. Ogres, you may recall, are traditionally bad-tempered. Pelvans (there's one shown on the bottom row, second from left), are an argumentative crowd that are always insulting other races. As a result, they tend to get kicked a lot, so a penalty kick in the game is known as a Pelvan...**

Taking the role of the champion of the Dwarves, your aim in *Grand Monster Slam* is to emerge the victor in a knockout league of nine matches. Two players face each other from opposite ends of a pitch that is about the size of a tennis court. A row of small, furry creatures called Beloms are lined up in front of each contestant, and the objective is to clear your half of the pitch by booting the Beloms at your opponent, and then make the Home Run into his half of the pitch. A compre-

# COMING SOON FROM A FEDERAL REPUBLIC NEAR YOU...



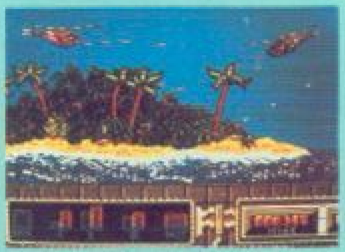
**ST – The Wiz sets out to get his sphere to the exit, marked IN. At later levels teleports, spells, shields and other useful items can help the necromancer get his ball where he wants it.**

## SPHERICAL

PC owners should make a point of looking out for this one when it reaches these shores later this spring – Rainbow Arts claim it's going to be their first 16-colour CGA game, which, if it runs on all CGA machines, will be a stunning breakthrough. Basic gameplay involves manoeuvring a sphere to the exit on 100 screens, killing a monster every five levels or so which yields up an access code that allows the game to be reentered at that point. There's plenty to explore: the two player option uses a completely different set of 100 levels, and then there are lots of hidden levels full of bonus-gathering opportunities to discover.

## RELINE PORTFOLIO

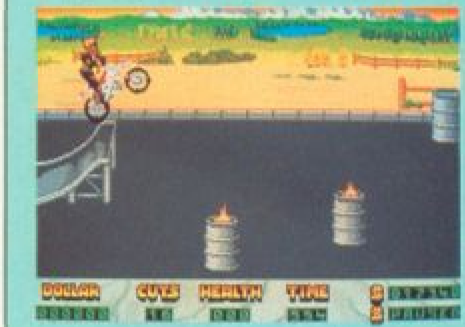
The ReLINE team are beavering away on five games that should reach these shores during 1989. There's a helicopter game, *Dyter-07*, in which a hardened pilot has to land troopers on a desert island and take off defective troopers while under heavy fire from the enemy: and *Window Wizard*, in which a young would-be social climber enters a televised window-cleaning championship. Proving that they can tackle games from any genre, ReLINE are also working on *Oil Empire*, a strategy-action game that puts the player in the behind the Chairman's desk in a giant oil corporation; a fantasy role-playing game called *Legend of Faerghail*; and an arcade adventure, *Adventures in Arabia*.



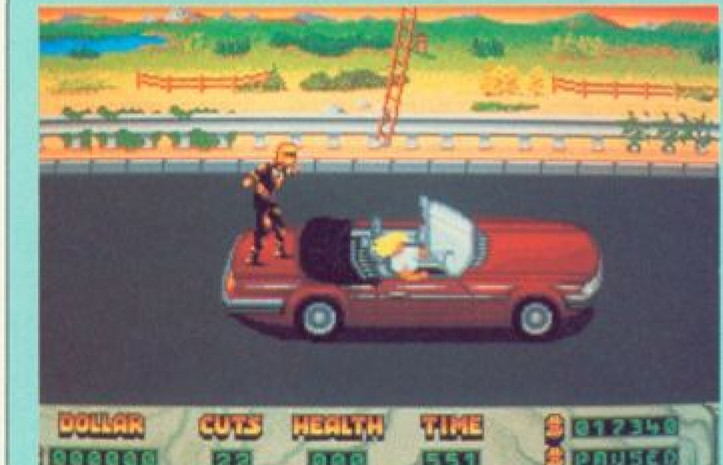
**Amiga – Frantic heli-action in Dyter-07, due later this year from ReLINE.**

## DANGERFREAK

Due for release by US Gold sometime during 1989, this film stuntman simulator was still at an early stage of development when we saw it – the gameplay and graphics are both undergoing refinement. Essentially, the hero is working on three films and has to complete five stunts in each. Time on the film set costs money, so there's no opportunity to hang around *(was that a joke – Ed)*, and while money is earned for bringing in stunts, extra dosh is collected for getting things right on early 'takes'.



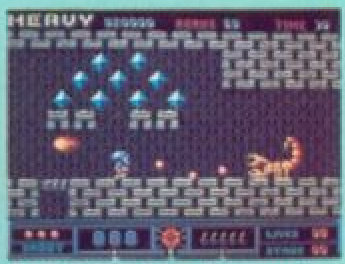
**ST – Launching himself off a ramp, the heroic hardman romps down a roadway on his motorbike, collecting cash by risking life and limb.**



**ST – Leaping onto the boot of a speeding car presents no problem to Dangerfreak, but to complete the stunt he has to jump onto a rope ladder dangled from a helicopter.**

## HEAVY METAL

Two robots, Heavy and Metal, are off on a quest to collect diamonds but as might be expected, it ain't easy down in Platformland. Expect to come up against a host of nasties later this Spring, including snakes, scorpions, big beetles and little beetles and fiery starfish. The C64 version should feature around 30 levels, with five of them hidden, while the ST and Amiga versions are likely to have more screens with around a third of the game tucked away in the form of hidden bonus levels.



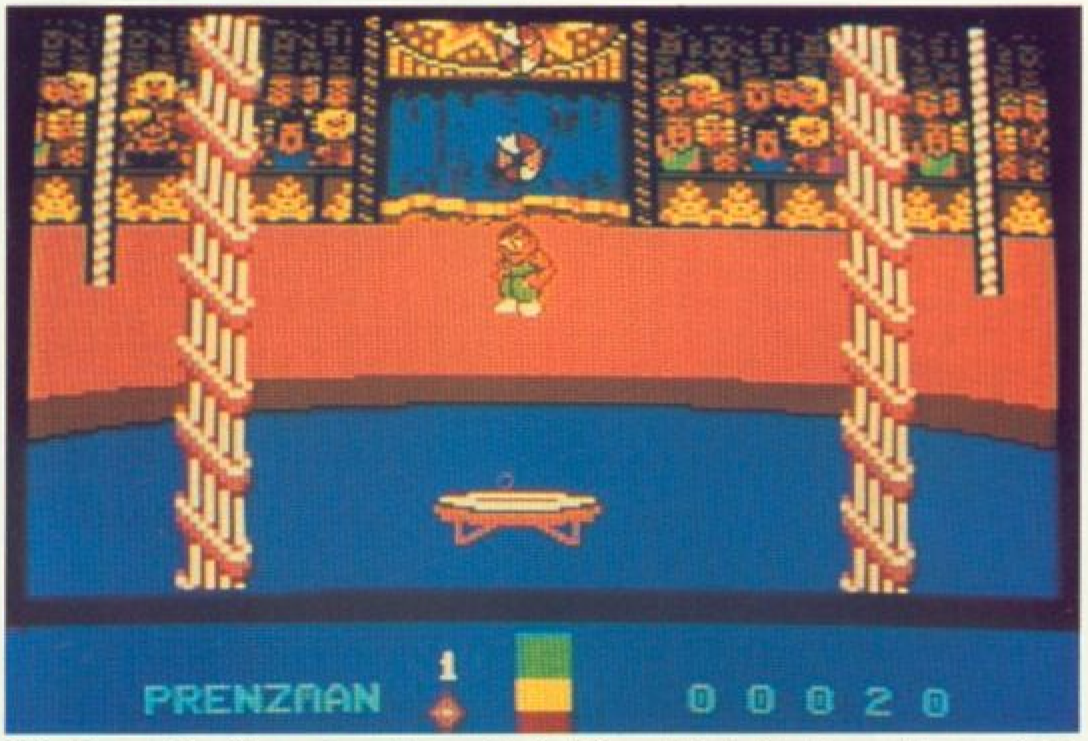
**ST – Collecting diamonds, Heavy and Metal on their quest for riches.**

hensive set of rules governs the conduct of play, including penalties, known as Pelvans, for foul plays.

After winning a match, the player gets to participate in an interlude game, known colloquially as 'The Revenge of the Beloms', in which extra points can be won by fending off a group of Beloms that advance on the contestant. Three out of four matches need to be won in the first round, and then it's on to a qualification test – in which the Beloms come in for even more stick. Six giant monsters called Faultons are ranged at the opposite end of the pitch, and the player has to kick Beloms into their open mouths. Each time a Faulton swallows a Belom, it grows a little, and the Faultons need to be well fed before access to the second phase of the tournament is granted.

Phase Two of *Grand Monster Slam* follows the rules of the games in Phase One, but this time obstacles appear on the pitch. Ramps, pyramids and reflector walls all divert the trajectory of a flying Belom that hits them, and holes appear at random on the pitch swallowing up Beloms and removing them from play.

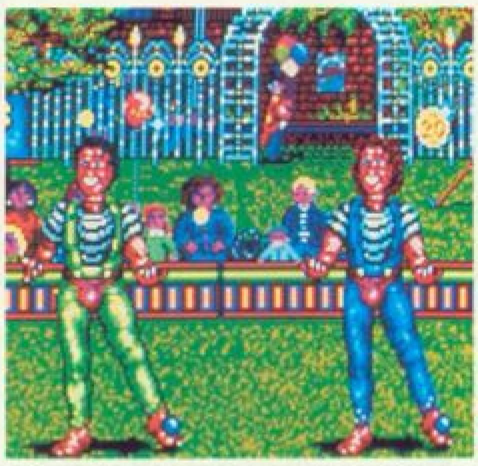
In Phase Three, the final run-up that decides the overall championship, obstacles are on the pitch but there are no rules – anything goes.



**C64 *Circus Attractions* – Bouncing on the trail for points in the Trampoline event. On the EGA PC, Golden Goblins have been really clever: they've worked out a way to do a two-way scroll, so the whole screen scrolls down and the trampolinist scrolls up.**

### THE SAWDUST RING

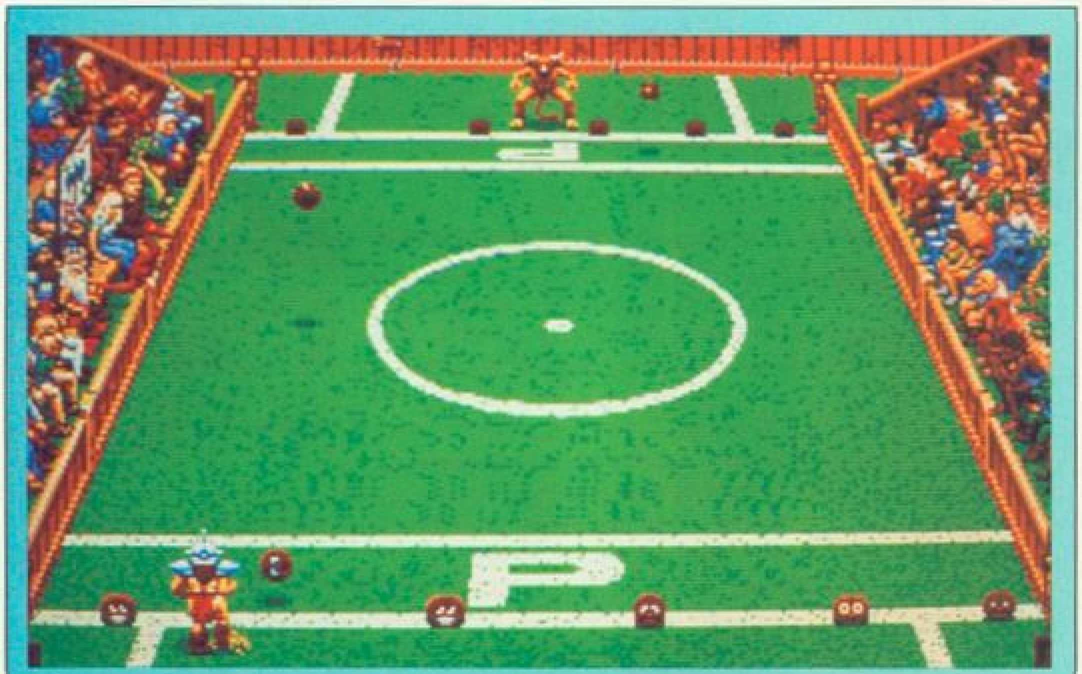
Six acts feature in Golden Goblins' other game, *Circus Attractions*, which pits one or two players against the forces of gravity in Tightrope Walking, Knife Throwing, Trampoline, Juggling and High Diving. Apart from perfecting solo skills in the events, the player can collect bonus points by performing tricks and stunts – or play as a team with a friend. In the two-player version of the Tightrope, for instance, one player stands on the shoulders of the tightrope walker. Points are only awarded to the team, and both players have to practise working together in order to get the act right.



**PC – The Juggling event in *Circus Attractions* in full swing.**

Double scrolling effects and different perspectives are used throughout the six events to convey a sense of the dangers or problems associated with each feat, and the quality of animation is quite stunning – over 300 frames are used just for the tightrope walker.

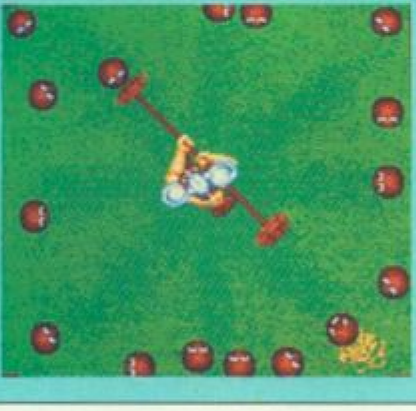
According to US Gold, 16-bit versions of these two Golden Goblins games should be released in the UK around April/May time, but in the meantime look for more details on the animation techniques in a forthcoming issue... ●



**Amiga – Beloms fly through the air during a Phase One Match in *Grand Monster Slam*.**

**The scenario behind Grand Monster Slam is wonderfully detailed, and there are lots of neat little touches in the gameplay and in the animation that support the background. Take Beloms, for instance. Beloms, so the story goes, used to live on the tops of hills, but being round they all rolled down the slopes. Which is why they are soft, because only the soft Beloms survived collisions with trees, and evolution has played its part... They like to say that they migrated to the lowlands deliberately, but no-one believes them.**

**During play, the Beloms on the line are blissfully unaware that they are about to be kicked – fortunately, they are deaf, so can't hear their chums being booted down the field. As a player moves to the left and right, the Beloms closest to him begin to realise that something nasty may soon happen to them, so they start looking worried – and as a player squares up to take a kick, the little Belom starts quivering with fear.**



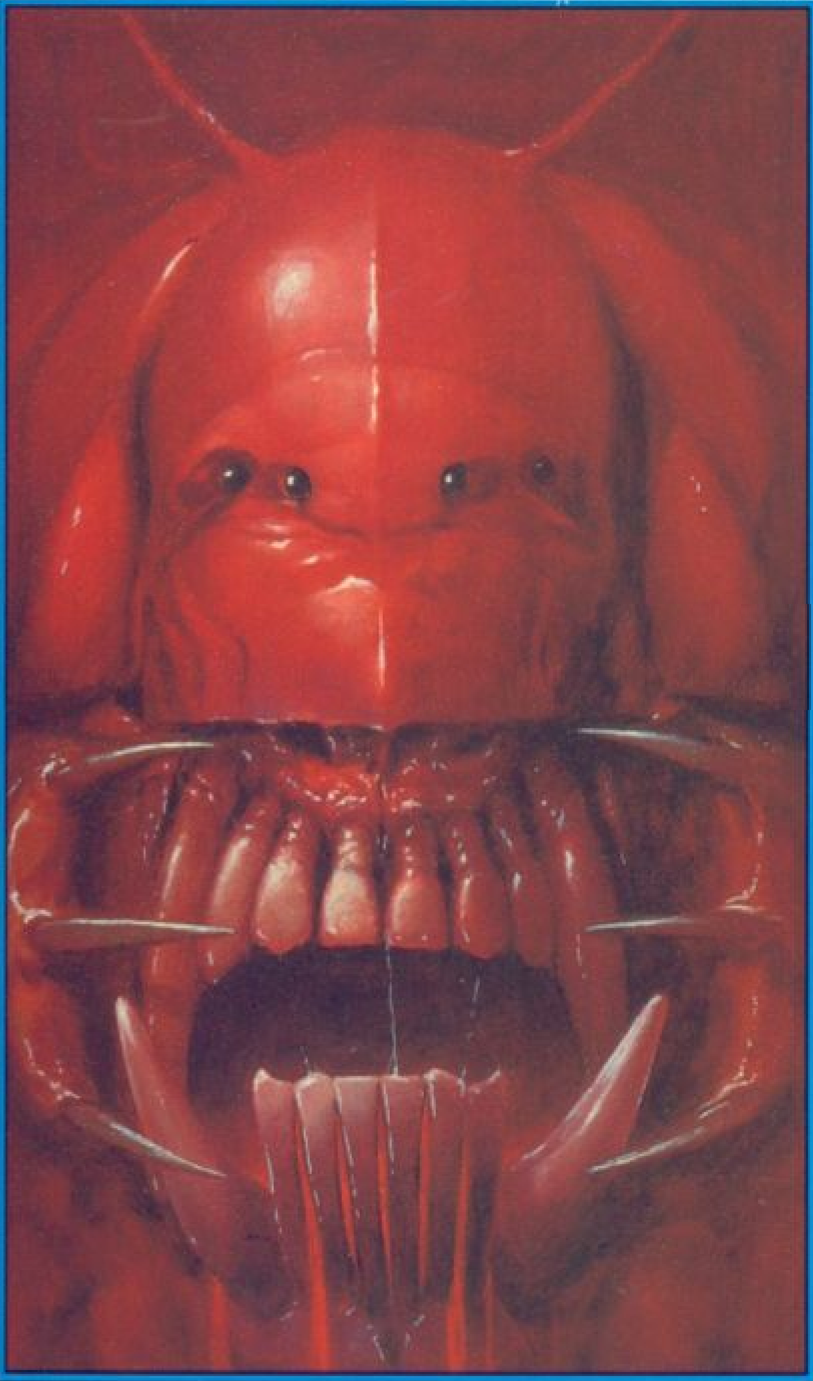
**Amiga – The interlude game, Revenge of the Beloms, from *Grand Monster Slam*.**

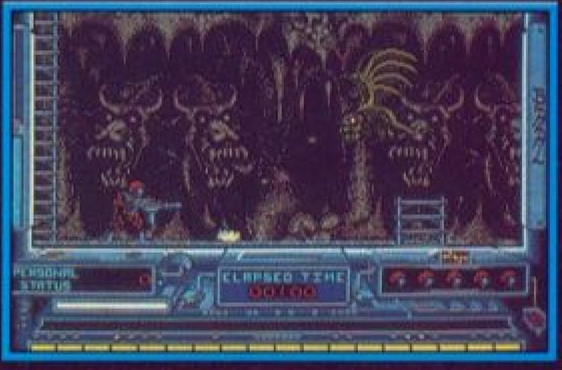
**The player is attacked from eight sides by Beloms, and can spin round, fending off the advancing creatures with a padded pole.**

**Eventually, the furry ones win, but the longer you can fend them off, the wilder the crowd gets and the more points you earn.**

**According to historical records, the game was first introduced as a means of demonstrating political power by a radical delegation of the Union of Free Fighting Beloms, a splinter group of the Society for Kicked Animals.**

# BAAL

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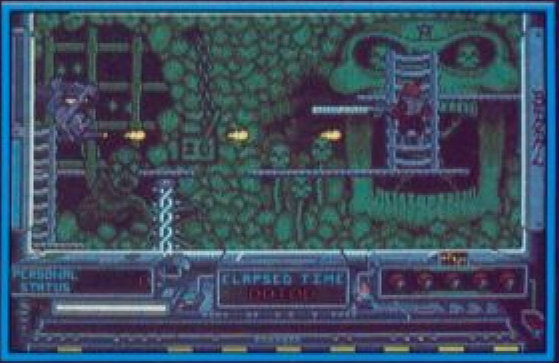
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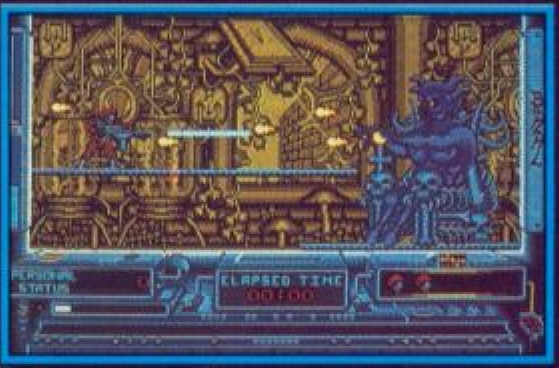
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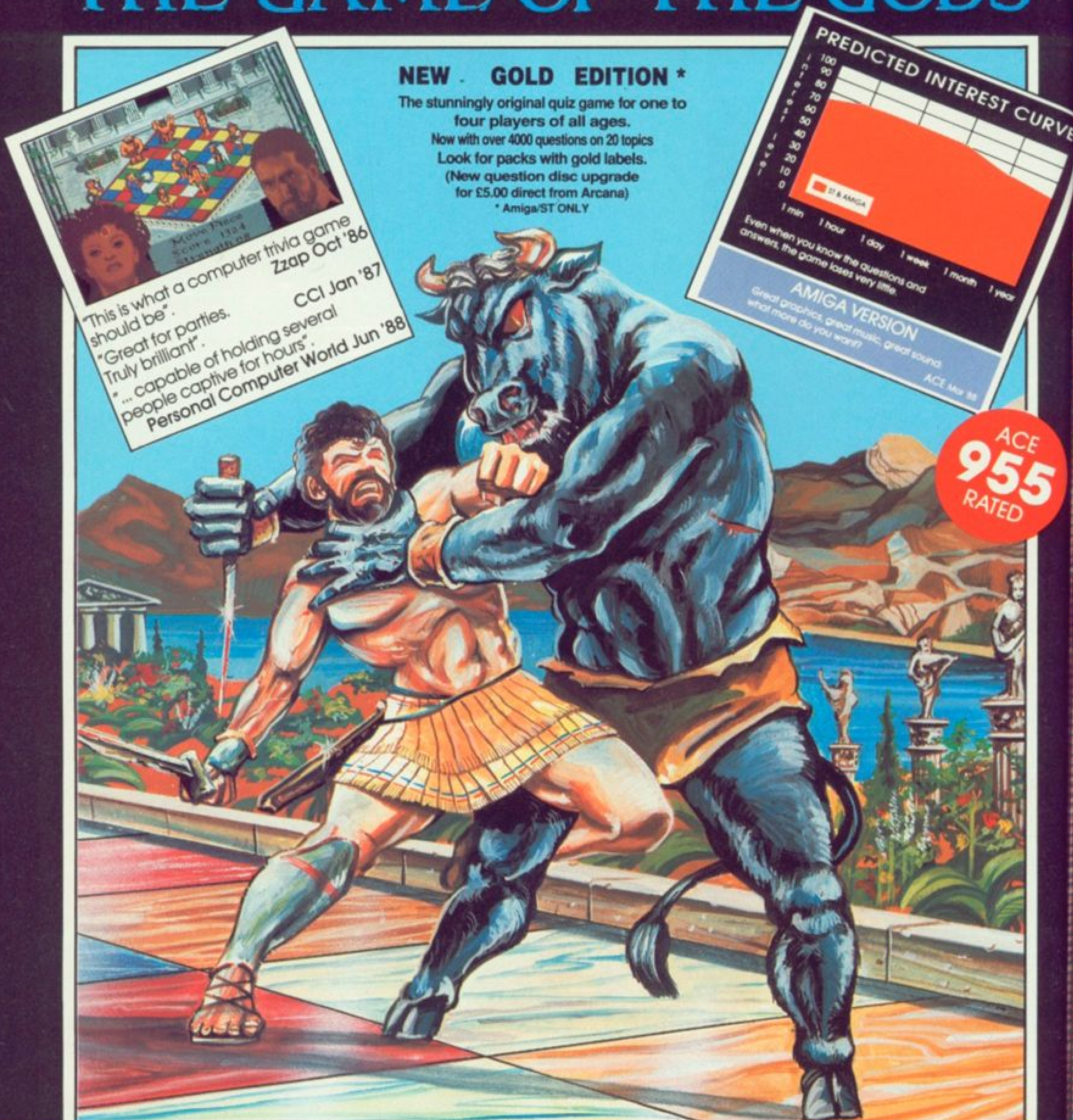

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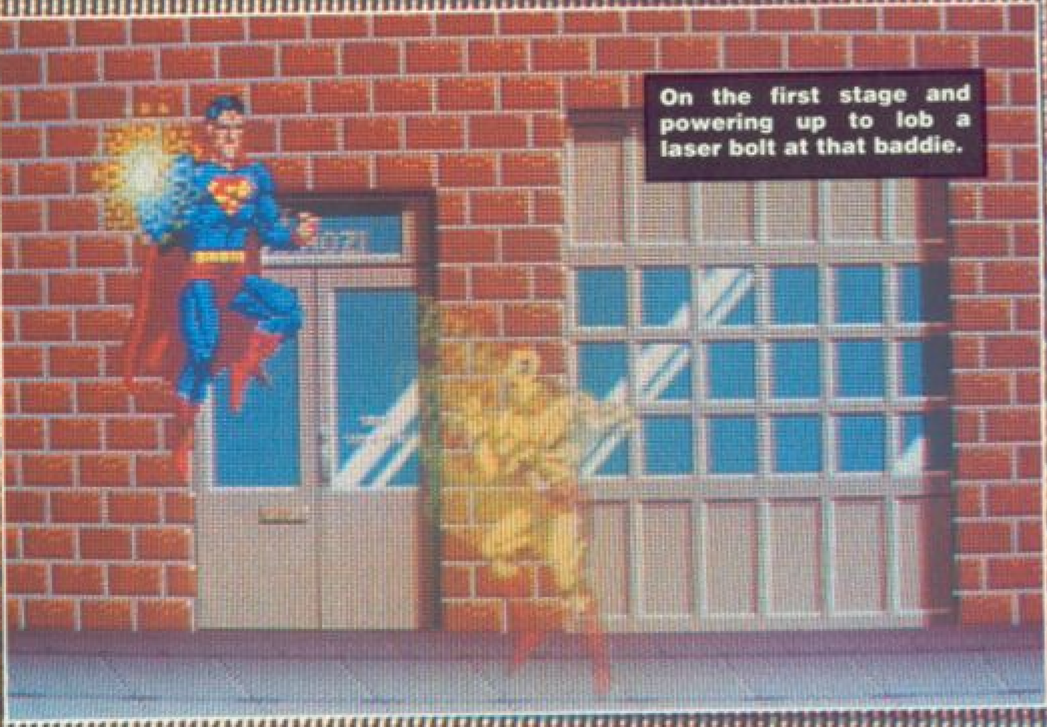
# IS IT A BIRD? IS IT A PLANE? NO! IT'S... SUPERMAN!


On the first stage and powering up to lob a laser bolt at that baddie.

## SUPERMAN

● Taito 30p

Clark Kent – everyday, mild-mannered journalist for the Daily Planet – hides a secret. He is an alien from the planet Krypton (don't bother ringing the Sunday Sport with this information though, because they probably know already). And, like all good aliens, he possesses super-human powers, including the power of free flight. Fortunately for Humankind, Superman only uses his powers for good – rescuing people, catching criminals, that kind of thing. Every small boy has, at some time, wished he was like Superman (running round the garden with the dog's blanket billowing behind) and now Taito give us the chance to relive the dream with their latest coin-op.

It's a one or two player beat-em-up with the player guiding our hero through three stages per round. The first stage is always horizontally-scrolling with 'Super' punching and kicking the baddies. As he progresses through the stage the nasties get tougher and require more hits before they die. Reach the end of the stage and it's time to take on the end-of-stage guardian before flying up, up and away into the second stage – which is just more of the same but scrolls vertically. Again, there's an end-of-stage guardian to defeat before diving into the

# EXTENDED PLAY...

## GHOULS 'N' GHOSTS

Capcom 30p

It's three years since Capcom released the hugely successful *Ghosts 'n' Goblins* arcade game (the one that Elite converted very successfully for the home computer) and now comes the sequel. Arther (Japlish?) is the star of this horizontally-scrolling beat-cum-shoot-em-up, and he's got a whole bunch of nasties to defend himself against so it's fortunate he can pick up extra weapons along the way. Great fun, especially if you enjoyed the original.

## IMAGE FIGHT

Irem 30p

This one's a vertically-scrolling (parallax) shoot-em-up viewed from above with the player controlling a space craft fighting both airborne and ground-based enemies. There's the usual extra weapons and stuff to pick up and it's extremely playable and addictive. Could it turn out to be as successful as *R-Type*? It's certainly possible...

## WONDER BOY III – MONSTER LAIR

Sega/Westone 30p

The cutesy cartoon character series of *Mario Bros* clones continues with this one or two player game. The main added extra in this latest addition is the ability for the two characters to combine, *Head over Heels* style, to defeat the larger (or higher up) nasties. Cute fun if you like this sort of game.

## THUNDERCROSS

Konami 30p

Following in the *Salamander*, *Nemesis* and *Vulcan Venture* mould comes this horizontally-scrolling shoot-em-up for one or two players. Destroy the waves of airborne aliens – some of which move from the background to the foreground to attack – and they leave behind an extra weapons symbol. Shoot the symbol to cycle through the weapons available and pick it up when you see something you fancy. Boy! You'll need those extra weapons when you come up against the tricky end-of-level guardians.

## CHELNOV – ATOMIC RUNNER

Data East 30p

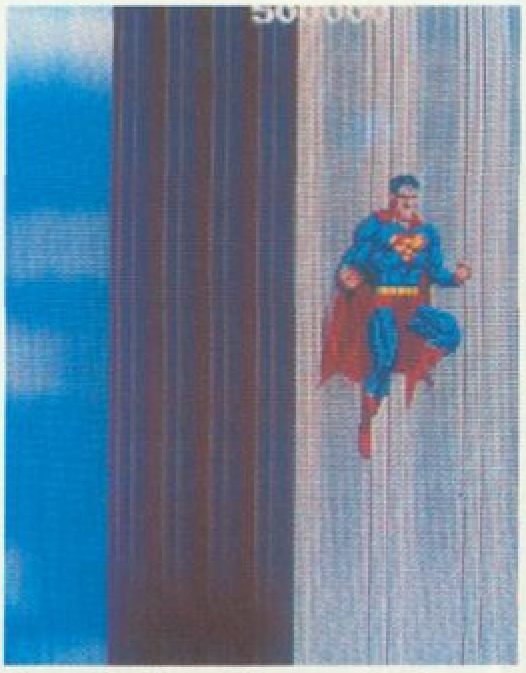
The star of this horizontally-scrolling shoot-em-up is an *Impossible Mission* type sprite. The animation is superb as you go leaping across chasms, jumping on baddies' heads and performing all sorts of acrobatics to collect the extra weapons. It's a good-looking game all right, but it's nothing really special.

shoot-em-up third stage of the round.

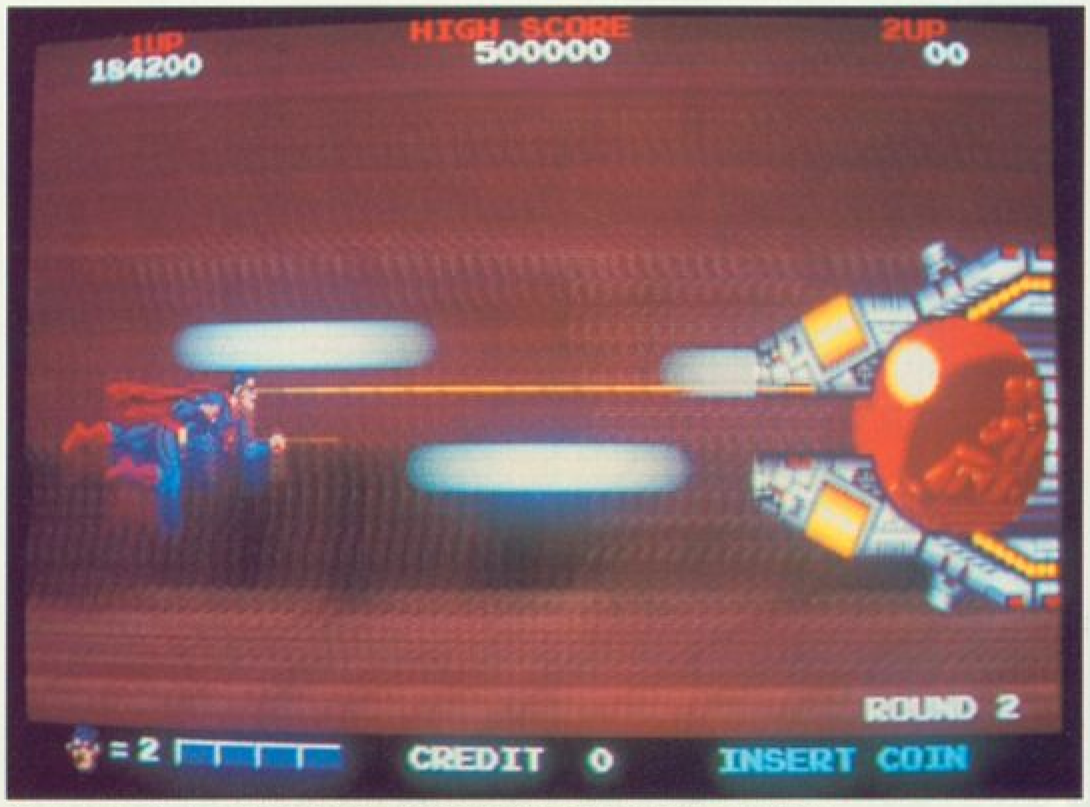
Here you're using X-ray eyes to plough through a storm of meteorite-like boulders. Survive to destroy the end-of-level guardian and it's off to another city and another challenge. The lives structure of the game is such that every hit Superman takes reduces his energy bar a little – energy is replenished by smashing the crates and dustbins that scroll onto the screen and collecting the resulting blue rectangles that appear.

As well simple punching and kicking, you've got an extra weapon in the form of a Super Laser Bolt. Hold down the 'punch' button and Superman's arm starts to glow. The longer you hold it, the stronger the laser bolt gets – then point and release the button to take out the baddies.

Despite great graphics and tough opponents, Superman is not that good a game to play. It's all a bit too repetitive, even for a coin-op, to be really gripping. ●



**The vertically-scrolling second stage and Super's ready for action.**



**X-ray eyes sure come in handy for destroying end-of-level guardians.**

## BIRDIE-TRY ● Data East 30p

*Leaderboard* from US Gold is still the definitive computer golf simulation. Those who have played the game have two reactions: either they loved it and thought it was the next best thing to being there, or they hated it. With such a difference of opinion, Data East have made what some will see as a foolish and others will see as a brave move in producing a coin-op golf simulation.

Why foolish? Well, because arcade games are designed to be pretty, loud, addictive in the short term and money-takers. Why brave? Because the winning coin-op formula is so well-known, almost every coin-op falls into one of a few narrow categories and it's refreshing to see a company stick their corporate neck out and move away from the standard scenario towards something original.

So, what's to do in the game? For a start there are 18 holes to play. You view your golfer from above, with a close-up view of the surrounding area taking up most of the screen and an overall view of the hole on the right. Before teeing off you select a club, take account of the wind direction and decide whether you want top spin on the ball (so that it will run on) or back spin (to kill the bounce). Then it's a case of lining up your golfer, hitting the button to decide the strength of the shot, and sitting back to watch how well the stroke was played.

Although there is no actual lives structure in the game, if you take too long over a shot the golfer produces a weedy shot himself, and the number of balls you have to complete the game with is limited. Birdie-try is great fun to play, so if you've been put off by the thought of golfing sims, then check it out – it's surprisingly addictive! ●

# VORSPRUNG DURCH TECHNIK?

It's not just Rare Ltd who are working on a new dedicated coin-op system (see News, Issue 16). By now, Rainbow Games – offshoot of the giant German programming combine – should have completed three levels of *Dark Chamber*, the first arcade game they are writing for their new Pluto motherboard. With luck, machines should find their way into arcades before Christmas. The title of the first game may change, but not the technology.

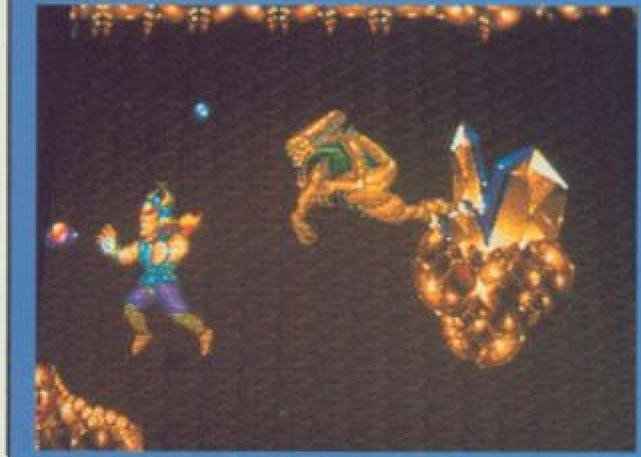
The system offers 128 colours per scan line and per playfield, with a resolution of up to 640x480 pixels. As many as 50 million pixels can be moved per second, and to help the programmer in this task, hardware zoom and turning is offered. All this on-board activity is overseen by a 32-bit processor.

The early version of *Dark Chamber* seen under development in Rainbow Games' Dusseldorf HQ certainly looks promising – the graphics are being prepared by Celal Kandemiroglu on a VGA PC running *DPaint*, and while only a small part of the gameplay was up and running on the Pluto when we visited, the overall effect of what's there is stunning.

The plot centres on a prince who embarks on a mission to save his princess, a mission that involves travelling through eight levels, each containing ten new aliens. Using magic eyes in the palms of his hands, the questing prince deals out single shots as play begins, but a stack of additional weapons can be collected on the quest, including mega-powerful rainbow lasers, *Defender*-style bombs, double and treble shots and boomerang shuriken stars. Collecting four teapots (yes, teapots) and then grabbing a tea tray activates a smart bomb that clears the current screen of aliens, and then there's a green dragon that draws alien fire as well as the 'alien magnet' that can be hurled across the screen and used to distract the attacking creatures...

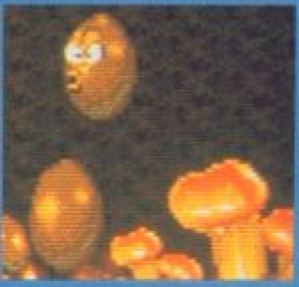
The team writing the game have created a new programming language, ADL (Alien Description Language) which allows the aliens to modify their flight patterns depending on where you are in the playfield and which extra weapons your character possesses – intelligent aliens at last.

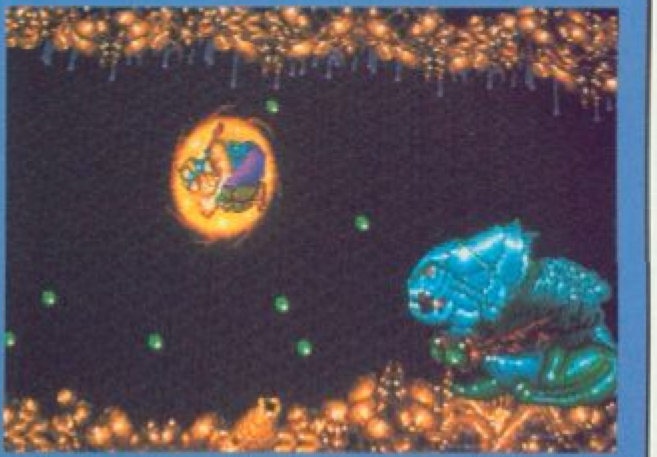
Heiko Schröder, who designed the hardware and is writing the software is a 16-bit programmer, so Rainbow Arts shouldn't have too much difficulty in producing home versions of the five arcade games they have in preparation...



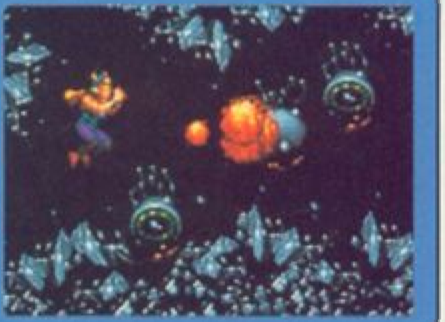
**Dark Chamber – that giant brown alien sproings forwards out of the the background as the hero gets close – it's not one of the ten new aliens encountered on each level, but part of the animated background.**

**Dark Chamber – a little way into the Test Level, and you meet up with Omletty. He's the brown egg-creature who looks a bit flummoxed. Shoot him, and he explodes, releasing a slither of wriggly green snakes.**



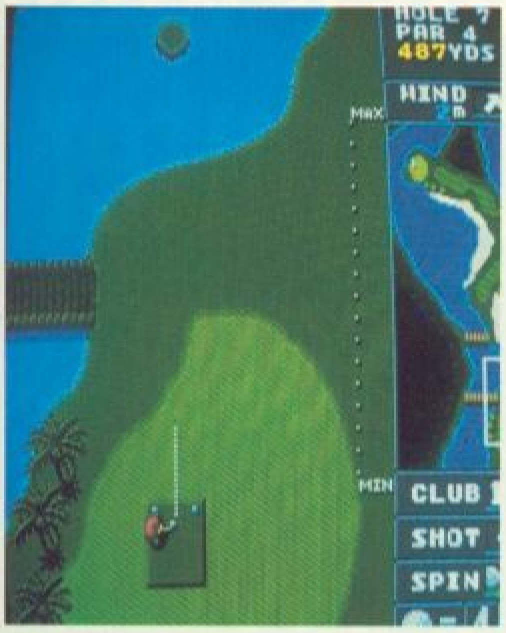


**Dark Chamber – a mock-up of an end-of-level guardian. The superhero has activated his fireshield, and is spinning round, invincible inside a ball of flame.**

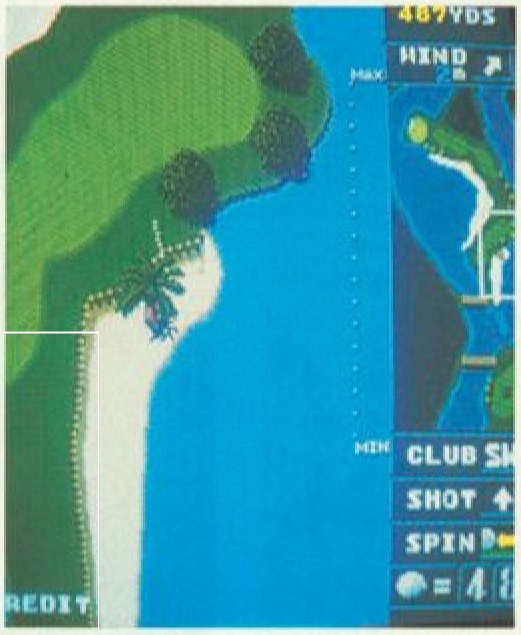


**Dark Chamber – another level, this time one with a crystalline background. The hero deals death to nasty eye-monsters.**

**Teeing off at the seventh hole. Will he make it across the water to the fairway?**



**Almost – well, it's across the water, but the positioning's not good.**



**That was hard luck – more top spin might have carried the ball onto the green.**

**There at last – sink this for only one over par.**

# The weekly...

The trouble with trying to write an ad for New Computer Express is there are so many good reasons to buy it you don't know which to mention first.

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CRASH! Adult game rocks city – page 3

Issue 5 • Dec 10,1988

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BARGAINS – see page 49

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All you ever needed to know (but were too afraid to ask) – page 23

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A friendly guide to desktop publishing – page 17

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The country's most talented computer artist reveals his secrets

Charts 3 • Letters 13 • Tech Test 31 • Entertainment 32 • Beginners 41 • Tips 43 • Vouchers 49 • Columns 52 • Job Ads 60 • PSstt 62

# ...that's taken computer users by storm

## What readers say

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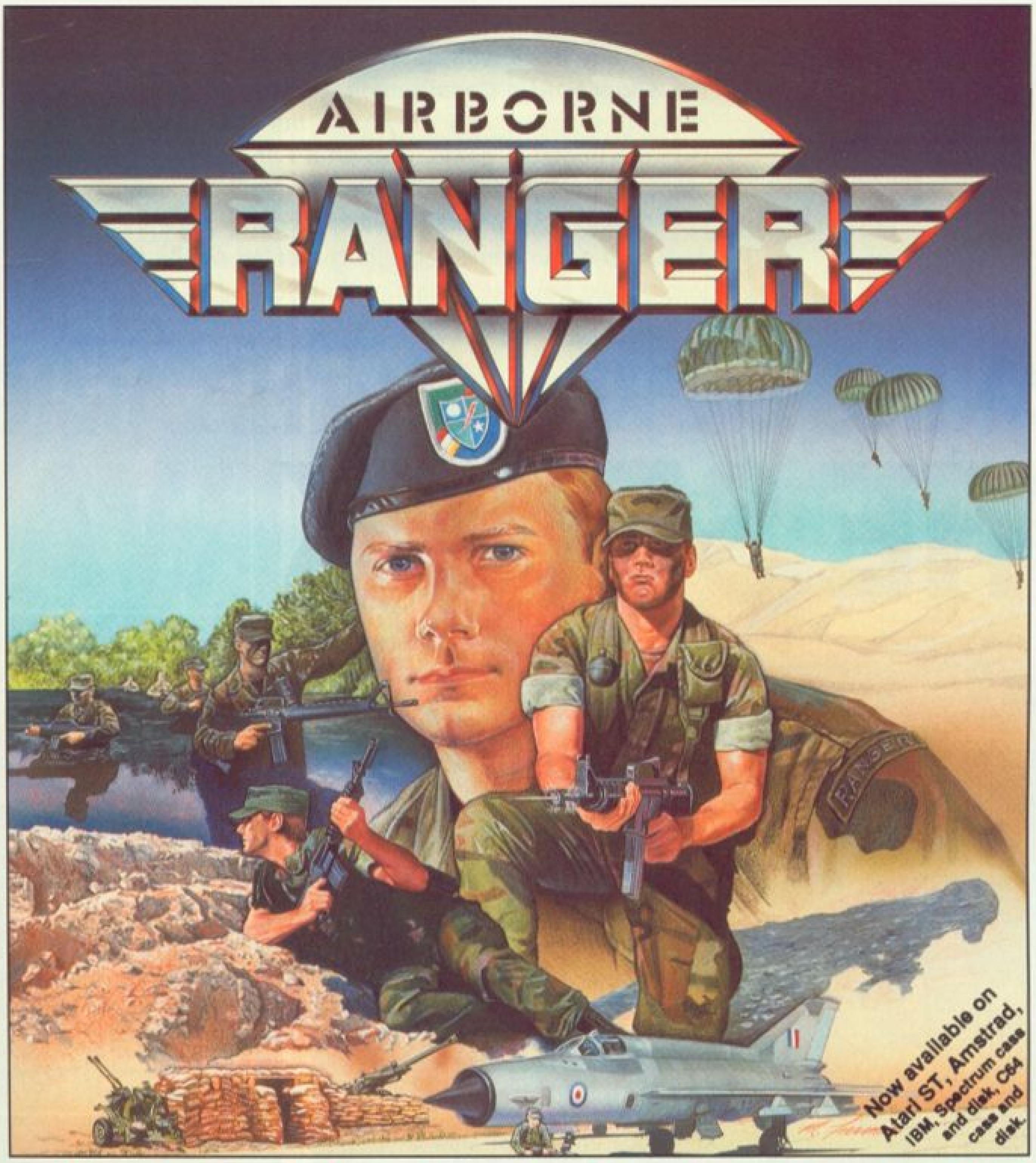
**Ronni Stirling, Glasgow**

"Your competitors are doubtless quivering in their snow-boots. Your magazine is infinitely superior. It's suddenly worthwhile getting out of bed on Thursdays again."
**Don Howard, Croxley Green, Herts**

"Our warmest congratulations on the first issues of New Computer Express. We have immediately cancelled our long-standing order with *******. It will be interesting to note how long you can maintain your unbelievable price of 48p."
**H J Mueller, The Adventure Club**

"Yours is by far the best weekly computer magazine on the market."
**Roger Davis, Southampton**

# IS REAL EXCITEMENT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# MAKING GAMES ON THE AMIGA THE SEUCK WAY

**Shoot-em-ups are the world and his mum's favourite computer games. Now you can create your own shoot-em-ups on the Amiga without having any truck with nasty sharp objects like machine code. Using the *Shoot-Em-Up Construction Kit,* with its easy-to-cope-with menus and on-screen buttons, you can create a bootable game, with an IFF loading screen prepared in DPaint, and your own original sound effects! The final package will be accompanied by a couple of demo games, specially created on the system by the boys at Sensible. Phil South has all the details...**

Some time ago, Sensible Software wrote the *Shoot-Em-Up Construction Kit* for the C64. It was duly released by Palace's Outlaw label, and won great praise for its facilities and ease of use. Which, in a rough and ready fashion, brings us right up to date. The 16-bit computers now have a much greater profile in this country, and it seemed only fair for Outlaw to give the 16-bitters a crack at this type of construction kit, as there was no other kind of arcade game maker available. But would the 16-bit version be as easy to use, and how could they harness the greater range of sounds and colour available to the Amiga user?

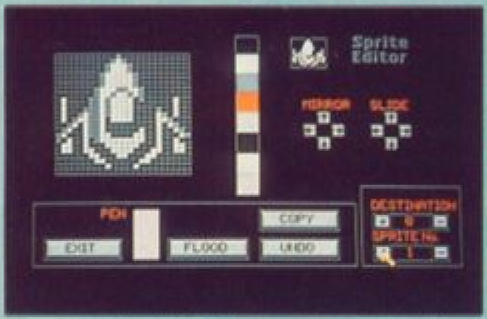
Clearly there had to be limits to the amount of data that could be manipulated, to keep the games fast, but also there had to be the flexibility to produce a credible, colourful and sonically superior game. The programmers really had their work cut out for them.

In fact the result is an easy-to-use, quick and powerful editing system which produces smooth-scrolling, colourful games. But not just stupid looking games that could be done on a Spectrum. Nope, make no mistake that these are Amiga games. The sounds are IFF samples, and if you tire of the example sounds included in the package, you can sample your own and load them up as part of the game. Anyone whose graphics skills aren't up to creating graphics from scratch can alter and recolour the example graphics to their taste and include them instead.

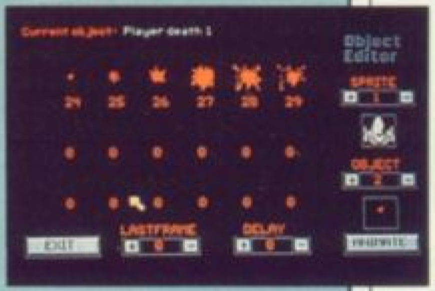
It's unlikely that games created by the

## SPRITES AND OBJECTS

**EDIT SPRITES**
**The basic graphics are drawn in a 24x24 grid in the Edit Sprite window. Like a normal graphics package, you click on the colour you want then paint it into the drawing window. Eight colours can be used on your sprites, and they are, of course, mixable from the Amiga's 4096 possible colours. If you alter a colour on one sprite, then that colour changes throughout all the sprites. So it's advisable, once you've decided on a range of eight colours, no to mess with them after you've begun drawing sprites.**

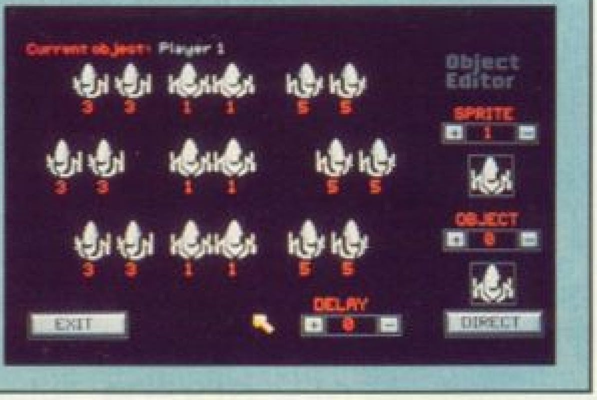


**EDIT OBJECTS**
**Once you've designed your sprites, you can then combine them into objects. Objects are groups of sprites animated together to make player characters, bullets, enemies and explosions; in other words what under normal circumstances you'd call 'sprites' in a game. (Let's not get confused here, let's stick to the *SEUCK* terminology.) After creating the frames of animation in the Edit Sprite section, you combine and animate them here in the Edit Object menu. You can create up to 57 objects in any one game, 35 of which are enemy objects, eight of which are enemy bullets and eight of which are enemy explosions. The rest are players one and two, their bullets and explosions. The DIRECT button refers to the fact that the animation in this screen is directional, or related to joystick movement. The graphics are positioned in the animation window to match the joystick move they represent, so pushing the joystick to the top left displays the graphic on the top left of the editing screen. The two graphics will alternate, but if they're the same they'll appear to be static.**

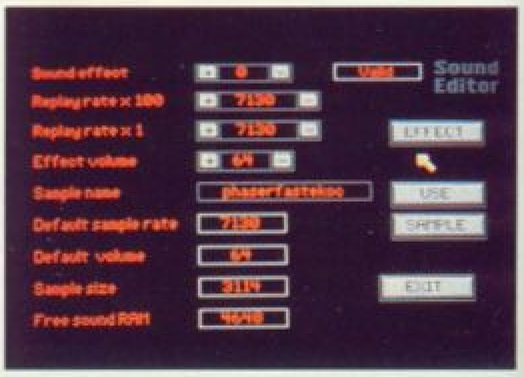

Current object: Player death 1

**ANIMATE YOUR OBJECT**
**Another option is to have an 18-frame (sprite) animation on each object. Just click on the DIRECT button and it says ANIMATE instead. You may now make an animation and adjust the frame animation and speed.**

**What you'd basically do is create your animation in the Sprite Edit stage, flipping back and forth using the + and – buttons on the sprite number gadget. Then you add each stage of the animation on this screen, and step the Last Frame gadget so that the animation previews in the little window above the ANIMATE button.**

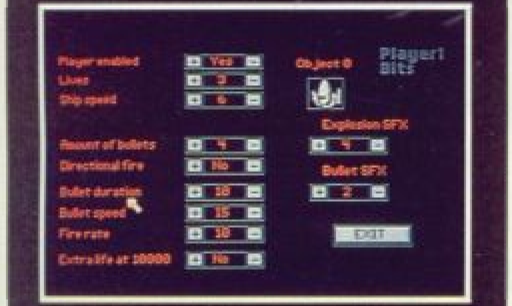

Current object: Player 1

**SOUND EFFECTS**
**Okay, so you can't do fine editing of IFF samples in the same way as with Pro Sound Designer or Audiomaster, but you can play each sound back at different speeds. You can also assign the same sample to different events at different speeds at much less expense to memory than if you had a different sound for each event. (Got that?) Basically you assign a number to the sound, then remembering the number of the sound you want, you can go and call that up when assigning sounds in player or enemy attribute screens.**

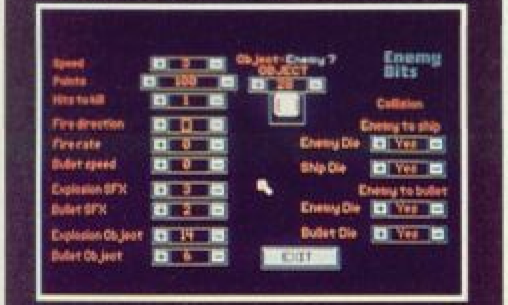

Sound effect 0
Replay rate x 100 7130
Replay rate x 1 7130
Effect volume 64
Sample name phazerfastekoo
Default sample rate 7130
Default volume 64
Sample size 3114
Free sound RAM 46418

## PLAYER/ENEMY ATTRIBUTES

**PLAYER ATTRIBUTES**
**The Player can be tuned using this screen. How many hits he can take, whether his firing is directional (in direction of movement), the sound FX number for explosions and firing, lives, speed and object number. You can also select whether you get another life at 10,000, but you can always rig this by making an enemy give you 10,000 points!**


Player enabled: Yes
Lives: 3
Ship speed: 6
Amount of bullets: 4
Directional fire: No
Bullet duration: 18
Bullet speed: 15
Fire rate: 18
Extra life at 10000: No
Object 0
Explosion SFX: 4
Bullet SFX: 2

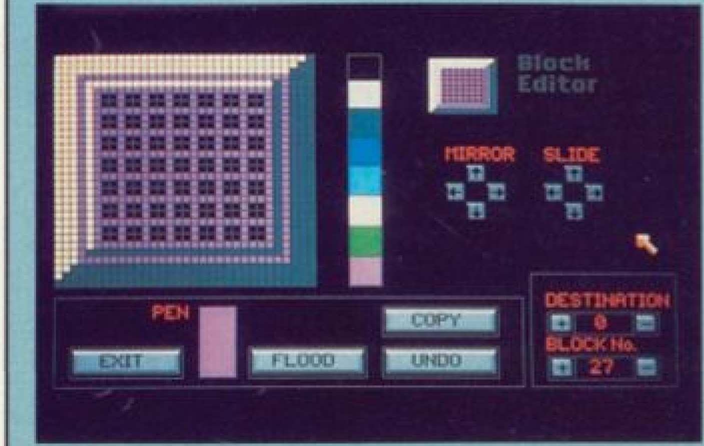
**ENEMY ATTRIBUTES**
**Like the player attributes, you can select speed and stuff, but interestingly you can either make enemy objects moving or part of the background. You can even make them invisible, so it looks as though your ship exploded on contact with a feature on the landscape. There's also a range of fire directions, like diagonally, left and right, just up, just down or not at all.**


Speed: 3
Points: 100
Hits to kill: 1
Fire direction: [illegible]
Fire rate: 0
Bullet speed: 0
Explosion SFX: 3
Bullet SFX: 2
Explosion Object: 14
Bullet Object: 6
Object-Enemy ?
OBJECT: 22
Collision
Enemy to ship
Enemy Die: Yes
Ship Die: Yes
Enemy to bullet
Enemy Die: Yes
Bullet Die: Yes

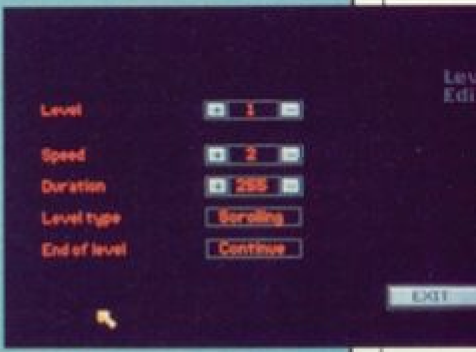
C64, Amiga or forthcoming ST version of *SEUCK* will meet the strict requirements of commercial publishers, but the system is certainly powerful enough for a really imaginative user to come up with a game that just might squeeze into the catalogue of a budget label. In any case, one of the chief benefits of a system like this is not necessarily for the production of finished games. In the music biz they always make 'demos' of a piece before recording it properly. So why not in the games biz? What's to stop you trying out some ideas on *SEUCK* before getting a more competent programmer to impliment your idea in real code? You aren't limited to just vertical shoot-em-ups if you use a bit of imagination. With most games being so alike, it's the *design* that really makes the difference.

Next month, we should be talking to some of the decision makers, people who evaluate unsolicited submissions to budget houses, so if you are a budding games designer watch out for a few tips and hints... ●

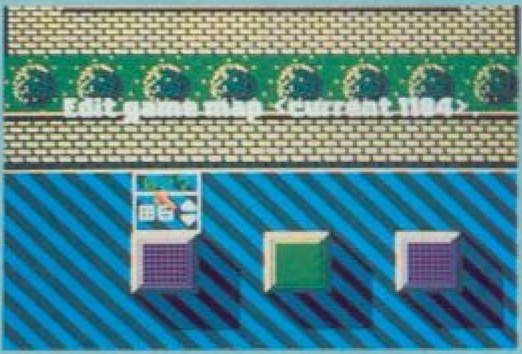
## BLOCKS AND MAPS


DESTINATION: 0
BLOCK No.: 27

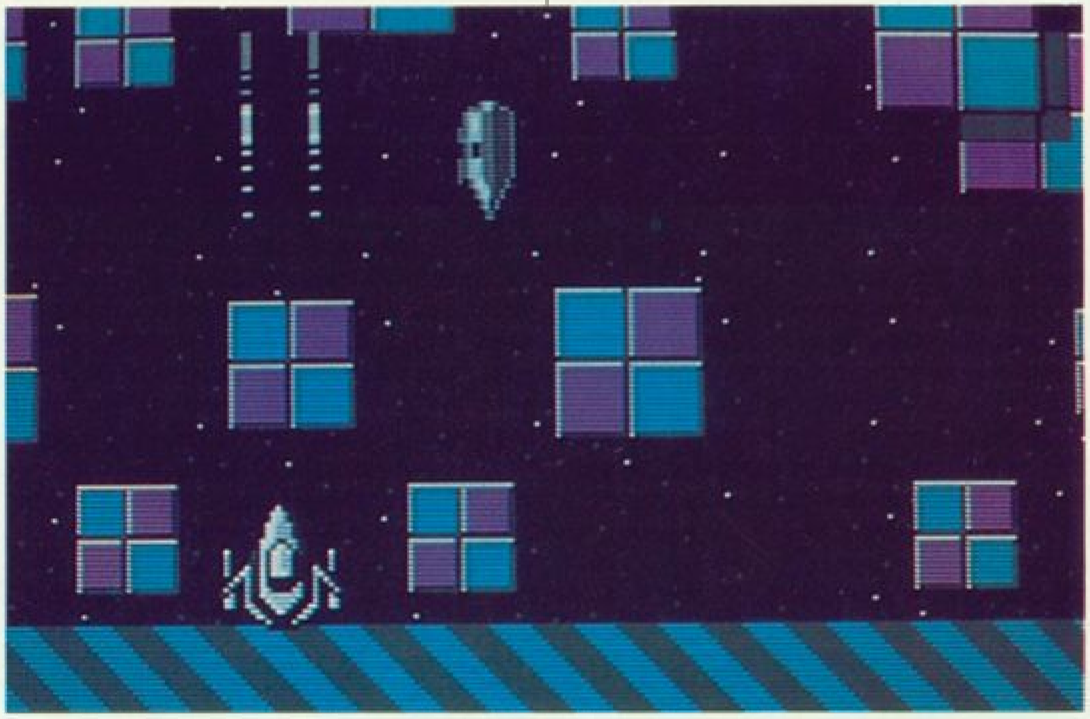
**EDIT BLOCKS**
**Once you have edited the objects it is possible to edit background blocks to build background maps with. The Edit Block menus let you edit the background blocks using another eight colours, different from the eight used for sprites. Like the sprites and objects, each block is assigned a number, which can be noted. Useful that, when you come to position the block on the map.**


Level: 1
Speed: 2
Duration: 255
Level type: Scrolling
End of level: Continue

**EDIT LEVELS**
**Once you've created the map, you can then decide what you want to do with it – whether to have scrolling, static, repeatable or looping levels. Other things you can do with the long strip of blocks you've created include assigning level type, duration and speed.**

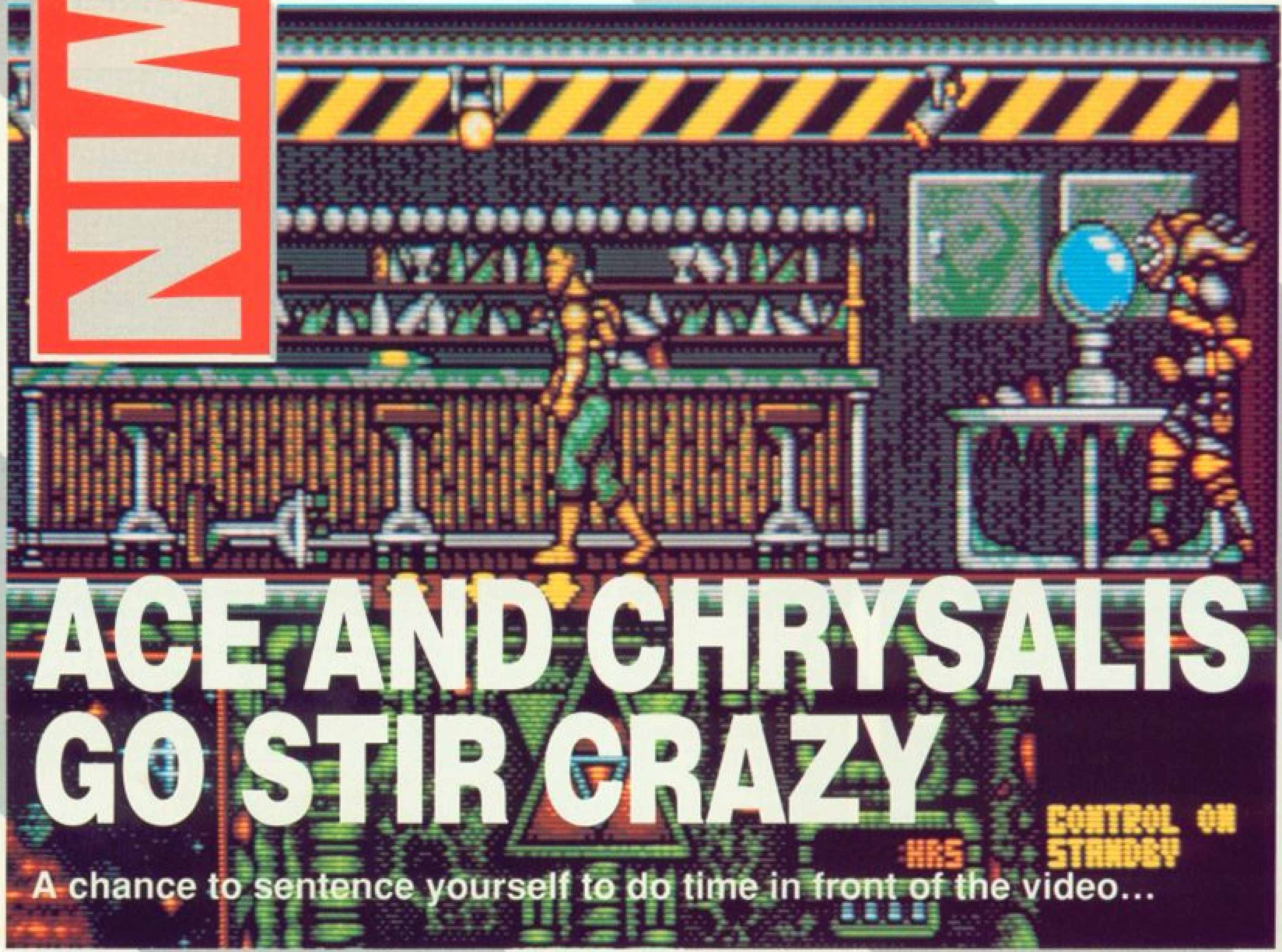


**EDIT MAP**
**To edit the map, select a block, either from the Edit Block menu or using the numbers on the cursor. There is also a select block function which enables you to scan the available blocks and pick one just by plonking the cursor on it and clicking the button. Having made a strip of blocks, up to 32,000 of them, you can proceed to making the game levels from it. The bits of the map can be used repeatedly to create the appearance of a massive play area without you having to generate it all from scratch.**



**THE COMPLETED GAME**
**And finally, when you've done all that, you get a game! You can add IFF loading screens, just to give your games that extra polish, and if you're a bit flash with machine code, you could even have a tune at the front as well. But that's up to you. Once you've made a runtime copy of the game you can give it to someone to play, and then *SEUCK* doesn't have to be resident in memory to play it.**
**With luck, we'll get a chance to chat to Sensible before the next issue, and should be able to bring details of the demo games that accompany Amiga *SEUCK* and glean a few game design tips from Sensible while we're at it.**

WIN



# ACE AND CHRYSALIS GO STIR CRAZY

A chance to sentence yourself to do time in front of the video...

**A**rcade adventurers can look forward to a testing challenge in *Prison*, soon to be released by Chrysalis. An undercover policeman, wrongly convicted for a crime he didn't commit, finds himself on the penal planet of Altrix. Rumour reaches his ears that the parts of a spacecraft have been scattered around the 300 locations of the penal colony – if only the marauding aliens can be avoided and clues collected, escape could be possible...

*Prison* will soon be available in the shops, but here's a chance to win a copy of this £19.95 game or a collection of videos to get you in the mood for planning an escape...

Top prize is half a dozen VHS vids with a jail theme: Escape From New York, Escape From Alcatraz, Escape To Victory, Midnight Express, Prisoners Of The Lost Universe and the classic, Prisoner Of Zenda. Plus a copy of *Prison*, the game, providing you have an ST, Amiga, PC or Archimedes.

Five runners-up can look forward to watching their own copy of Prisoner of Zenda before playing a complimentary copy of *Prison*, then nine more winners collect the game.

Exercise those brain cells, fill in the answers to the ACE Prison Trivia Quiz, and get your entry in to PRISON COMPETITION, ACE, 4 Queen Street, Bath BA1 1EJ before the closing date, 5th March. Usual competition rules apply.

## ACE PRISON TRIVIA QUIZ

1) Who wrote the classic novel, The Man In The Iron Mask?

2) Who played Norman Stanley Fletcher in Porridge?

3) Where was the TV series, The Prisoner filmed?

4) What is the title of Elvis's famous prison song?

5) What is the name of the French island penal colony that was the setting for Papillon?

**NAME** ..................................................

**ADDRESS** ..................................................

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.................................................. **AGE** ..............

**COMPUTER OWNED** ..................................

CUSTODIAN
RE YOU ARMED
ND READY
OR ACTION!?
USTODIAN
s about to blast
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eaving behind
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estruction and
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Teleport into a
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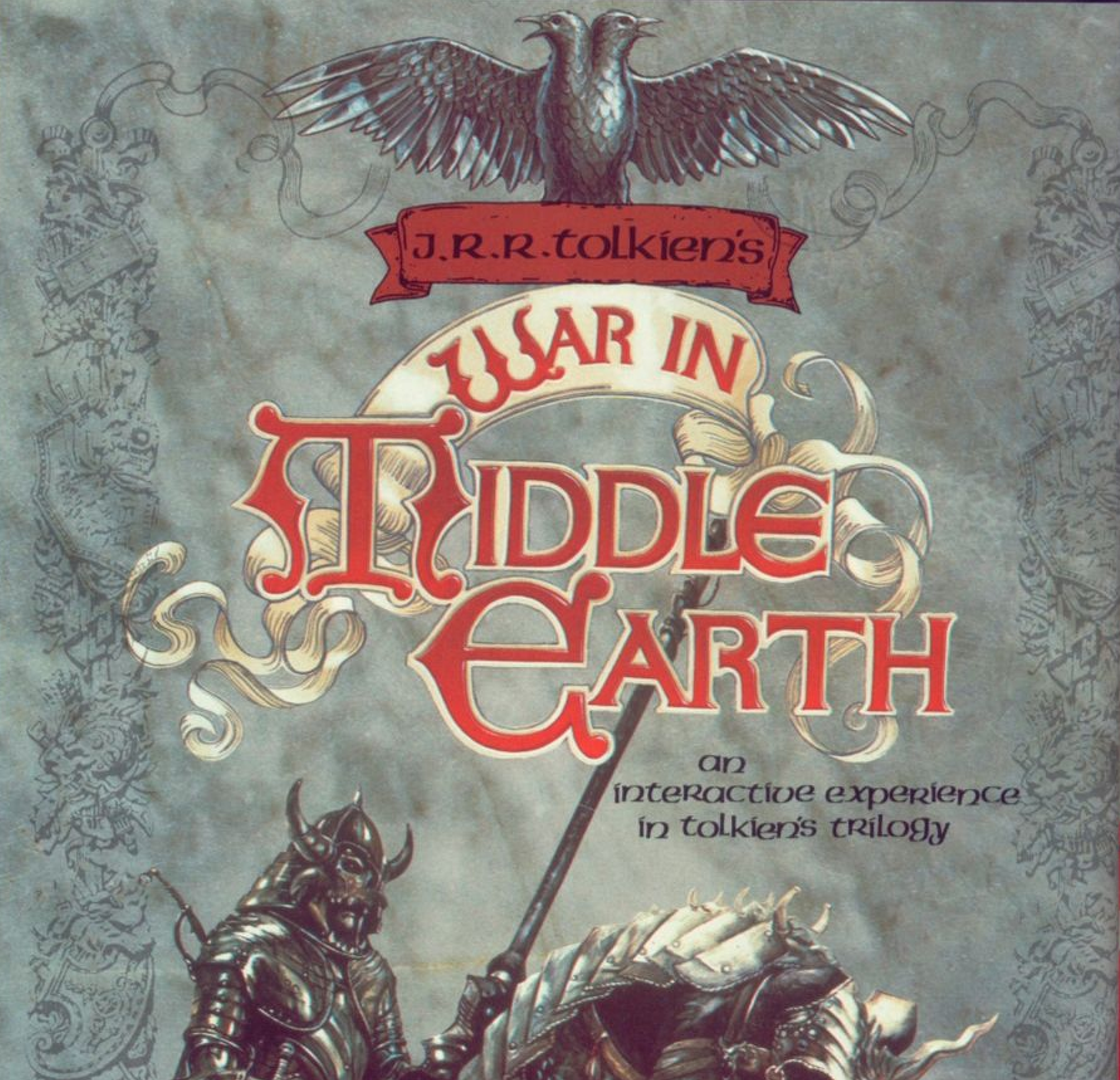
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# SCREEN TEST

My word, can this be true? A Screen Test with no 900 rated games in it! Having spoilt us rotten last month with six absolute corkers, the games industry appears to have gone into its post-Christmas lull. Most of the big games were pumped out before Christmas during the best sales period of the year.

Despite that, there are some great games for curing those wintertime blues. TV SPORTS FOOTBALL is the first in Cinemaware's series of sports games, and a damn fine game of American football it is too. If you're looking for a cerebral challenge after the glut of Christmas arcade games then check out REBEL CHARGE AT CHICKMAUGA. It's the latest of SSI's war games and plunges you into the middle of the American Civil War. And there's DENARIS, a real joystick-wrenching shoot-em-up fresh out of Germany.

Speed freaks are having a good month too – CRAZY CARS II, WEC LE MANS and LED STORM all break every speed limit in the book. So don't just sit there with the brakes on – rev up the engine and read on...

## THE RATINGS

**HOW THEY'RE CALCULATED...**

If you buy a game, how much enjoyment will you get out of it, and for how long? Just check out our revolutionary PIC (Predicted Interest Curve) for the full story. Brilliant arcade games start high on the curve, and then steadily tail off as you lose interest; powerful puzzle games may ride the crest of the curve for months – but the moment you solve them they'll come tumbling down; complex strategy games may stump you at first – but climb up the scale as you begin to appreciate the scope of the gameplay. And as for the turkeys – they start low, stay low, and have nowhere to go but down, down, down.

Once you've seen how long the game can hold your attention, all you need to glance at is the renowned ACE RATING. This is calculated according to the area under the PIC. The bigger it is, the better the game. Add to that our definitive ratings for IQ Factor (will it give your brain cells a work-out?) and Fun Factor – a measure of instant appeal and exhilaration as you dive into the game. Then there's the ARCADE ACCURACY rating, used where appropriate, to report on how good a job the programmers have done with the conversion job on a game that began life in the coin-op arcade. Of course, we rate the Graphics and Audio effects too...for EVERY machine the game's available on, giving the full picture, no matter which machine you own

**WHY YOU CAN RELY ON THEM...**

The ACE reviewing team covers a broad spectrum of computer entertainment talent. Andy Wilton – now moved on to be permanent technical wizz on our sister magazine PC Plus – is as handy with a smart bomb as he is with hexadecimal. Andy Smith wouldn't know hexadecimal from a hole in the ground, but can wipe the floor with any number of aliens. Bob Wade (ex-Personal Computer Games, Zzap!64 and Amstrad Action) has played more computer games than any sane person ought to. Add Steve Cooke (ex-PCG and formerly columnist for magazines ranging from Zzap!64 to Your Sinclair) and count in our new Editor, Graeme Kidd, who has over five years' worth of professional gameplaying under his ample belt, and you've got age and experience as well as youthful enthusiasm.

Every game on the following pages has been seen by all of us. We compare notes, express differing opinions, and only then do we decide who's to take final responsibility for getting our views into print. What follows, then, isn't just a collection of casual comments, but the definitive ACE verdict on this month's software. We've checked it out – now you can too.

## REVIEWED

BASEBALL Nintendo ....60
CRAZY CARS II Titus ....40
CUSTODIAN Hewson ....57
DARK FUSION Gremlin ....54
DEF CON 5 Cosmi ....62
DENARIS Rainbow Arts ....56
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Two pages of version updates giving the verdict for your computer.

**BUDGET** ....81
Round-up of the latest in budget games.

**TRICKS'N'TACTICS** ....71
All the best tips for beating all the best games.

# CRAZY CARS II

## TITUS on the right road at last?

**ALTHOUGH** received without enthusiasm by the press, Titus' first British release *Crazy Cars*, like their other automobile ventures, did reasonably well, saleswise (marketingspeak!). Which is presumably what prompted this new, improved sequel.

Taking a similar viewpoint on the proceedings to that of its predecessors, *Crazy Cars II* now features a sexy Ferrari F40 as the player's vehicle, steered using mouse, joystick or keys.

However, the game takes an unusual twist in that the aim is to drive across four American states (Utah, Colorado, Arizona and New Mexico) in order to crack a stolen car racket run by corrupt policemen. All the roads portrayed are actual freeways and roads from the States: a neat scrolling road-map is included and must be followed closely in order to reach the destination signified for each state.

Junctions appear naturally and allow the car to be driven onto a separate slip road which then peels away from the main one. This is where *CC II* stands out from previous road racing games: the effect is very realistic indeed and the need to plan a route and take correct turnings provides an added dimension.

The cross-country journey is made haz-

| RELEASE BOX | | |
|---|---|---|
| **ATARI ST** | £19.99dk | OUT NOW |
| **AMIGA** | £24.99dk | IMMINENT |
| **SPEC 128** | £8.99cs • TBAdk | End March |
| **AMSTRAD** | £9.99cs • £14.99dk | IMMINENT |
| **C64/128** | £9.99cs • £14.99dk | End March |
| **IBM PC** | £24.99dk | IMMINENT |

### ST VERSION

The journey is more or less devoid of roadside scenery (unlike *Out Run*, for instance), but the game profits from this visual deficiency by running much faster and more evenly than competitors in the genre. Movement of road and cars is smooth and realistic, which – combined with the authentic road layouts – helps to establish a wholly believable environment. The only criticisms are overly-sensitive control and lack of any real variation in the journey: perhaps it simulates freeway driving a little too well!

| | | | |
|---|---|---|---|
| **GRAPHICS** | **8** | **IQ FACTOR** | **6** |
| **AUDIO** | **5** | **FUN FACTOR** | **7** |

**ACE RATING 755**

FINISH
CO
UTAH
CORTEZ
FARMINGT
GALLUP

**An authentic map of Western America can be brought up at any time to keep track of the current route and upcoming junctions.**

# TV SPORTS

## Superbowled over by CINEMAWARE

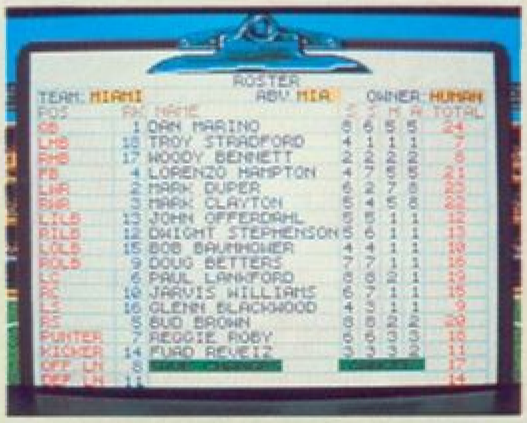
**'COACH** I think I broke my leg in that last play.' 'Don't be such a wimp – get back out there.' Such is life in American football. The gladiatorial sport of the Eighties is no place for the faint-hearted, except in computer form: tucked safely behind a computer keyboard, none of those muscle-bound juggernauts can get anywhere near you.

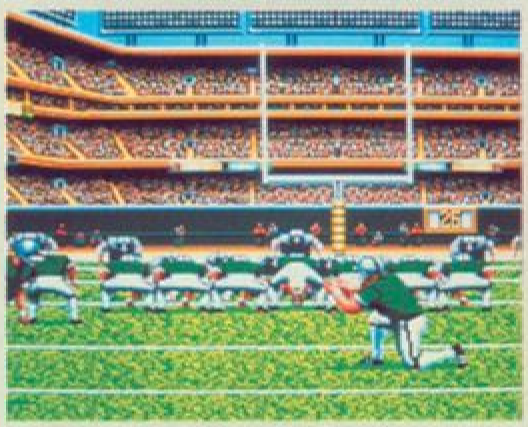
A sports simulation is something of a new departure for Cinemaware, but it has been put together with the same sort of attention to graphics and detail as their previous games. Unlike most sports sims, this one also has a good deal of humour thrown in. Before the game, at half-time and at other random moments presentation screens pop up featuring such amusing items as a TV sports commentator, cheerleaders, locker room report and crowd scene. These are fun to watch a couple of times, but the option to skip them is welcome thereafter.

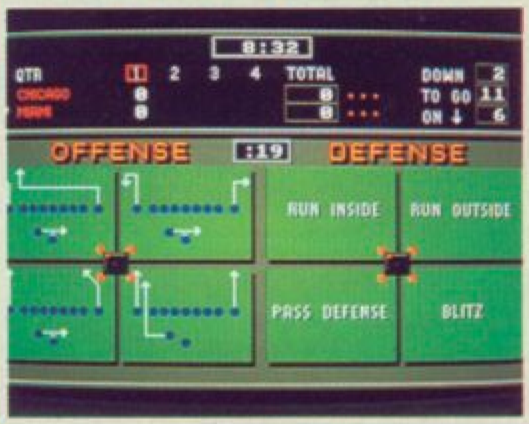
All 28 NFL teams are in the Cinemaware Football League (CWFL), with a couple of name changes, and all can be controlled by players, if 27 friends who like gridiron just happen to be in the vicinity. Otherwise, the computer will take care of all the other teams and play their matches when the league is in operation.

Practice mode is the best place to start, because learning to be proficient at all the various aspects of the American game isn't easy. Play calling, passing, running, defence and kicking will all become much clearer after trial plays on the practice field.

You don't have to be great at football to appreciate the action. The computer can be left to its own devices – which is great to watch and helps you learn. You can call plays and let the computer put them into action, or *reverse it and try to play what the computer* calls. If you set up the team as desired beforehand, it even plays without being watched .


ROSTER
TEAM: MIAMI
ABV: MIA
OWNER: HUMAN
POS
NAME
TOTAL
QB 1 DAN MARINO
LHB 18 TROY STRADFORD
RHB 17 WOODY BENNETT
FB 4 LORENZO HAMPTON
LWR 2 MARK DUPER
RWR 3 MARK CLAYTON
LILB 13 JOHN OFFERDAHL
RILB 12 DWIGHT STEPHENSON
LOLB 15 BOB BAUMHOWER
ROLB 9 DOUG BETTERS
LC 6 PAUL LANKFORD
RC 10 JARVIS WILLIAMS
LS 16 GLENN BLACKWOOD
RS 5 BUD BROWN
PUNTER 7 REGGIE ROBY
KICKER 14 FUAD REVEIZ
OFF LN 8
DEF LN 11




8:32
QTR
CHICAGO
MIAMI
1 2 3 4 TOTAL
DOWN 2
TO GO 11
ON 6
OFFENSE
:19
DEFENSE
RUN INSIDE
RUN OUTSIDE
PASS DEFENSE
BLITZ

**(Top) The Team Roster is where each player's attributes can be altered.**

**(Middle) Trying to kick an extra point. The defender is capable of jumping in an attempt to block the ball.**

**(Bottom) The Play-calling Screen gives statistics which show how the game is progressing (at the top) and shows diagrams explaining some of the offensive plays that can be selected.**

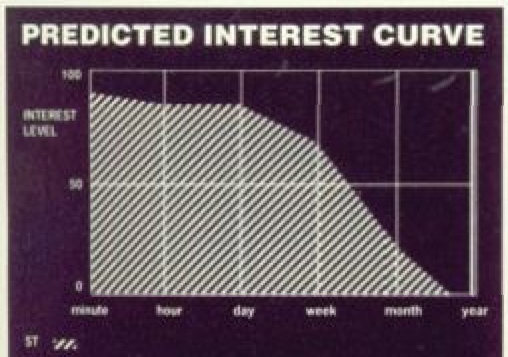
| RELEASE BOX | | |
|---|---|---|
| **ATARI ST** | £24.99dk | Autumn '89 |
| **AMIGA** | £24.99dk | OUT NOW |
| **IBM PC** | £29.99dk | Autumn '89 |
| No other versions planned | | |

ardous by the frequent appearance of corrupt policemen who attempt to nudge the F40 off the road. 'Straight' highway patrolmen are also none too pleased at seeing a Ferrari scream past at 200 mph and consequently do their best to interfere with the progress of the car. Direct collisions with other vehicles, roadside lampposts, signs or bollards (at any speed) cause the Ferrari to explode in flames, and vital seconds are taken in replacing the car on the highway.

All vital information about the car's performance, elapsed time and any approaching junctions is displayed on a realistic-looking LED display at the top of the screen and a radar signals roadblocks at junctions, allowing hasty route-changes to be planned.

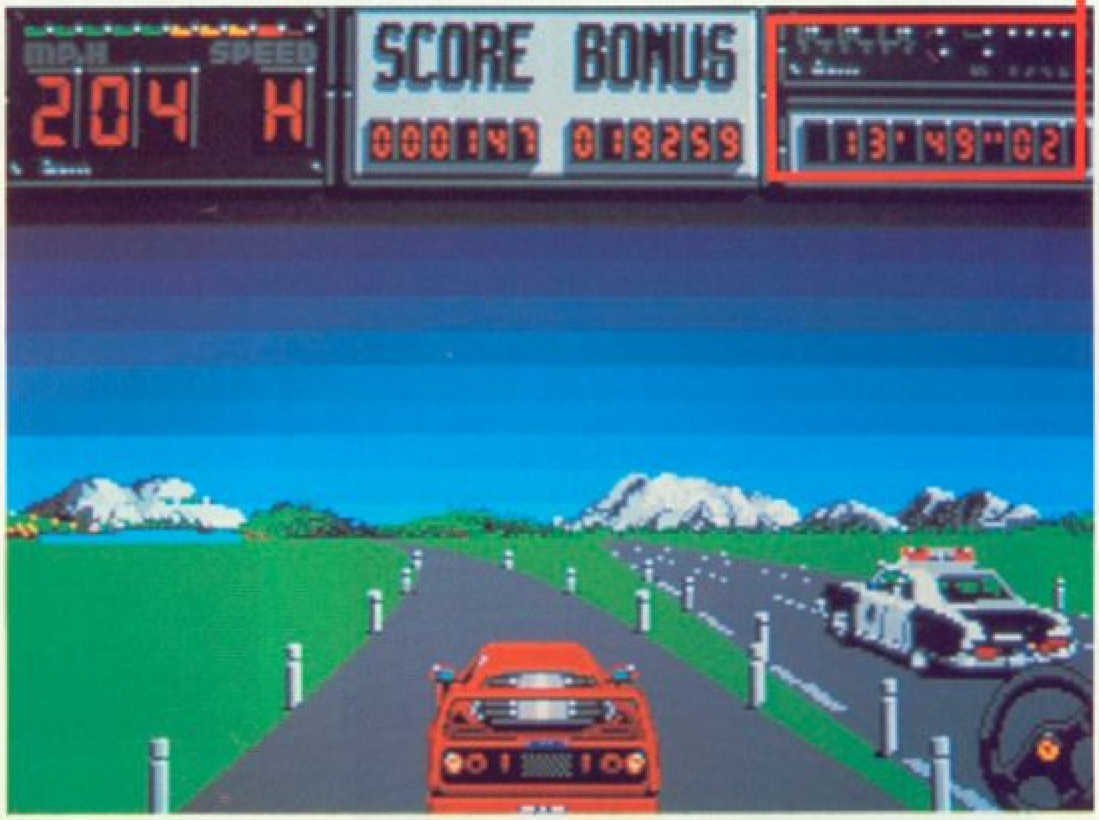
● Steve Jarratt

## PREDICTED INTEREST CURVE



**Great at first, but rather lacking in variety for any real long-lasting entertainment.**

**As well as the usual functions, the LED display features a combined timer/direction indicator alternately showing a coundown timer plus the road numbers and available turnings at the next junction; a radar detector detailing the distance to, direction of movement and location of the nearest radar source (Police car); and a visual signal of the working condition of the radar detector itself.**



**The Ferrari's digital display provides a wealth of in-journey information vital to the success of the mission.**

# FOOTBALL

### AMIGA VERSION

Cinemaware's classy graphics are best shown in the presentation and kicking screens, but the on-field action is well represented. There's also bags of music, effects and speech to keep the ears happy. Disk-swapping is kept to a minimum, the only essential change during a game being for field goals and extra points.

| | | | |
|---|---|---|---|
| **GRAPHICS** | **8** | **IQ FACTOR** | **7** |
| **AUDIO** | **8** | **FUN FACTOR** | **6** |

**ACE RATING 892**

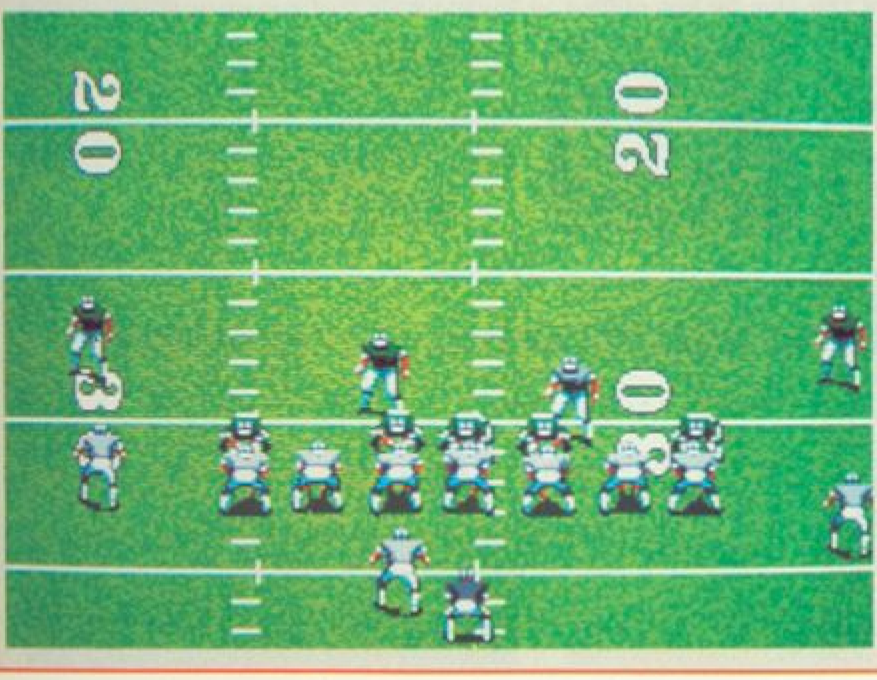
Each player has four attributes – speed, strength, hands and agility. Points can be allocated to each player, the majority going to the players and attributes that are considered to be most important. Not all of the team are involved – just the major figures like the quarterback, wide receivers, kickers, running backs and main defensive personnel.

On-field, the action is about as close to the real game as could reasonably be achieved. The hardest part of the action is, as in the real thing, completing passes. If these are played manually, the timing and placement require great skill. Fortunately this skill can be acquired gradually and isn't essential to get straight on with playing the game.

Like any good all-American sport simulation, *TV Sports Football* is packed with statistics for the league leaders in all sorts of categories, including individuals' ratings and the stats from every match. The program also covers features such as penalties, timeouts, fumbles, interceptions, sacks, punts and field goals very thoroughly.

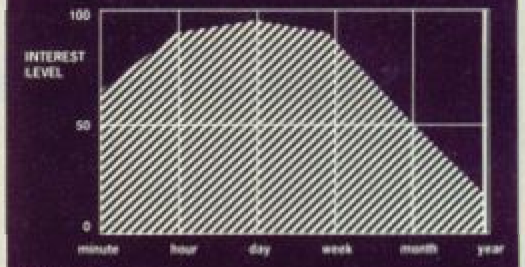
The action and atmosphere of American football is not easy to reproduce, but Cinemaware have managed it superbly. The game is easy for even novices to play, although they may not understand much at first, but can test the most skillful of players as well. Essential viewing for all gridiron followers.

● Bob Wade



**The main playfield during the action. The offence is always shown at the bottom of the screen.**

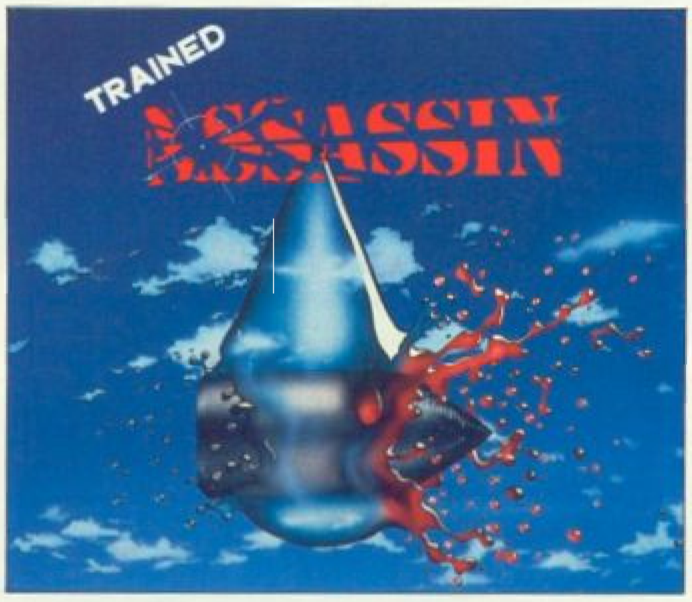
## PREDICTED INTEREST CURVE

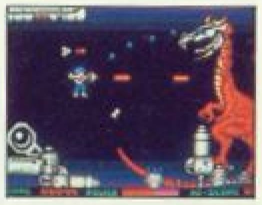


**Appealingly-presented, lots of action to get stuck into, but may be tough for beginners.**

# Digital Magic Software

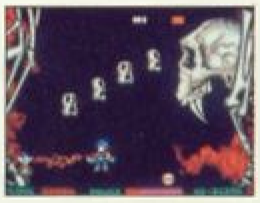
## YOU'VE NEVER HAD IT SO GOOD

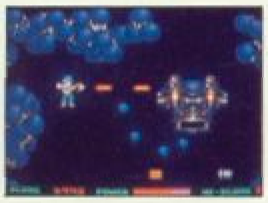


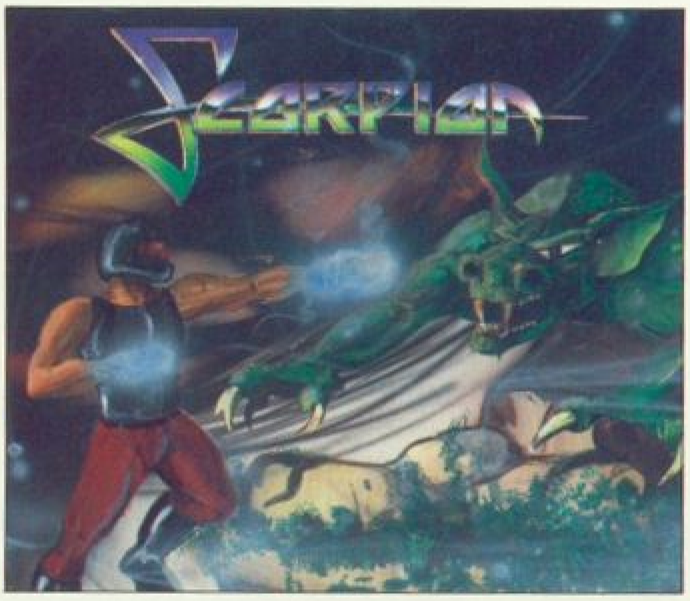


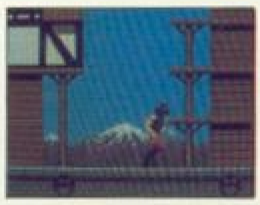
As a highly trained Assassin you must blast your way along five zones on a crucial mission to annihilate King Rhizoflagellates, this is made seemingly impossible by hordes of repugnant creatures whose touches are fatal. To top that there is also a huge monster inhabiting each zone whose only purpose is *to destroy all who try to pass.*

**50 Frames per second · Slick movement Smooth scrolling · Scroll direction changes each level · Numerous animated sprites on screen · Five levels · True coin-op quality**





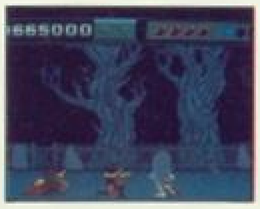


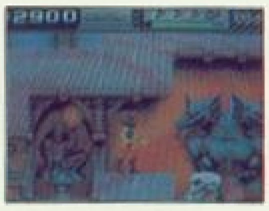


As a Scorpion warrior journey through magical lands where time has no control, battle your way through the five domains in your quest to reclaim the princess of Scorpia.

Fight the numerous hostile aliens that hamper your path. Destroy the five enormous guardians, collecting weapons and abilities along the way to aid you in your desperate task.

**50 Frames per second · 32 colour mode Super-smooth animation and scrolling · Over 100 animated aliens · Five extensive levels · Sixteen skill giving pick-ups.**





*Amiga Screenshots*

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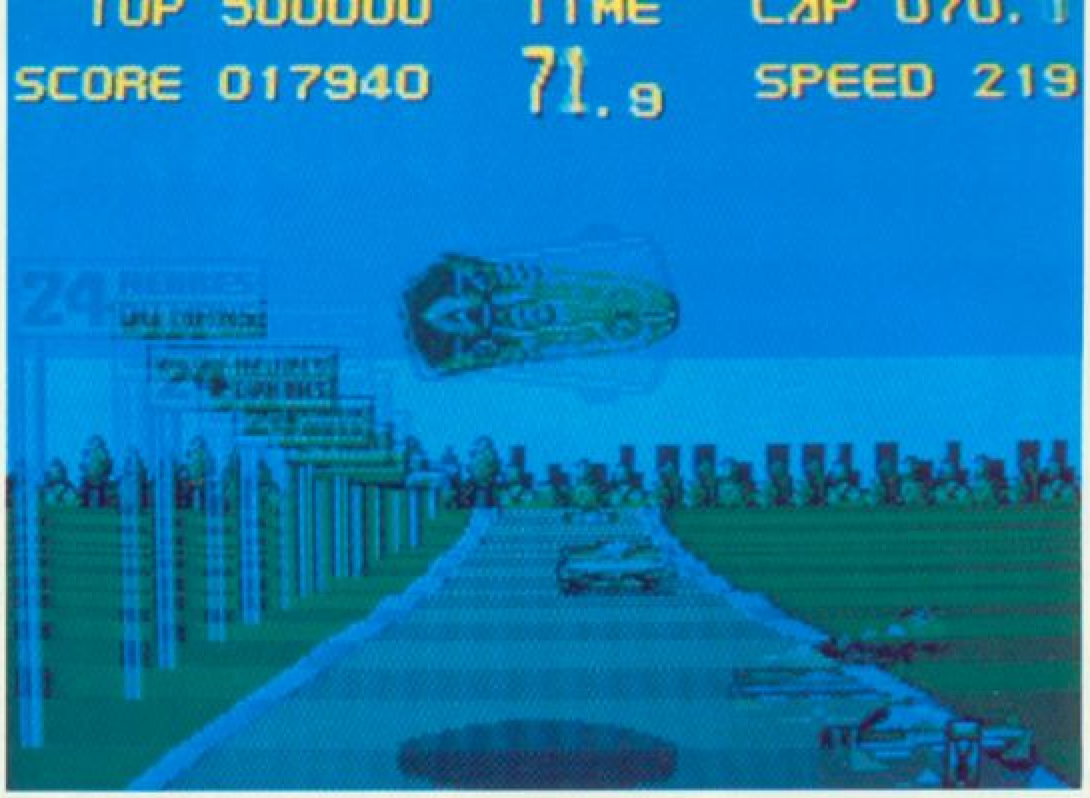


**(Right) Amstrad – Rear-ending one of the computer cars sends you flying spectacularly through the air. It looks good, but wastes lots of valuable time!**

# WEC LE MANS

## OCEAN shift into top gear

**OUTRUN** may well have been a tremendous success as far as sales went, but we here at ACE, and judging by the amount of mail we received, a good few of you too, were disappointed with the 8-bit versions of that Sega classic. The car moved unconvincingly, was slow and handled appallingly. So can Ocean make a better job of converting another classic car driving coin-op?

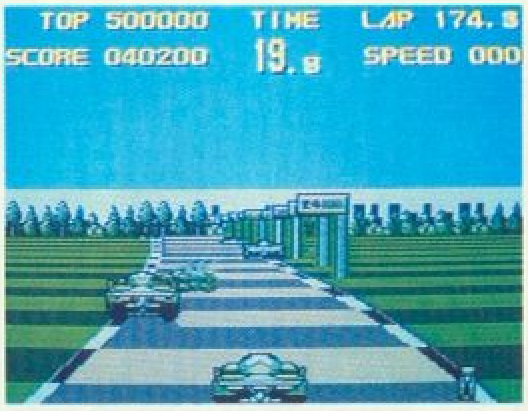
The action is viewed from just behind and slightly above the car, and the object of the game is to compete against a number of other cars around a circuit. There are three checkpoints on the course, so to stay in the running the player must reach each checkpoint within a time limit. Make it, and some extra time is added to help you reach the next checkpoint. Once the lap is finished you start all over again until you've completed four laps of the track.

The controls are simple enough, just accelerate, brake, left and right. What's not so simple, of course, is avoiding roadside obstacles and other racing cars. When you get to know the course and where the straights and bends are, staying on the road becomes less of a problem – or would do if the amount of traffic didn't increase as you progressed, making it more and more common to find yourself weaving between bunches of up to four cars.

It's good to see that not all of the computer-controlled cars are expert drivers – indeed one of the major hazards (especially later in the game) is avoiding computer cars that have collided with each other and gone spinning off. Crashing into any of the cars sends you tumbling end over end, losing precious time while you restart and build up speed again.

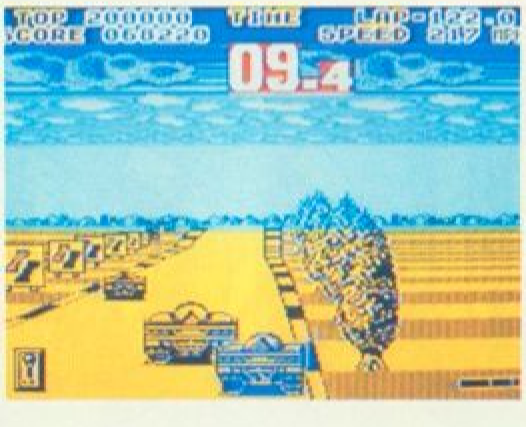
What *Out Run* didn't have, and what really makes a coin-op conversion like this playable and addictive, is realistic handling from the car and an impression of speed. Ocean have got both just right, and though there may not be much depth to the game, it remains extremely playable and you're likely to be coming back to it for months.

● Andy Smith



**(Above) Amstrad – Computer cars often collide and go spinning off, so beware of groups of closely-bunched cars.**

**(Below) Spectrum – The timer is running out and there's still no sign of the checkpoint. Take a chance and overtake that car on the outside. You'll either clip him and ruin any chance of reaching the checkpoint, or you may just scrape by and make it in time.**



### ARCADE ACCURACY

As close a conversion as you could reasonably expect. There are a few features missing but the main ingredient, the gameplay, has been captured.

**COIN OP SCORE 8**

### AMSTRAD VERSION

Although only four rather drab colours are used and the sound effects are nothing much, what makes this special is the way the car moves and the smooth, fast scrolling. A thoroughly enjoyable racing game made even more so by the graphics.

| | | | |
|---|---|---|---|
| GRAPHICS | 8 | IQ FACTOR | 2 |
| AUDIO | 6 | FUN FACTOR | 9 |

**ACE RATING 841**

### SPECTRUM VERSION

It's just as colourful as you'd expect on a Speccy, with sound effects to match. The scrolling is faster on the Spectrum than it is on the Amstrad giving a greater impression of speed. You won't find any of the computer cars smashing into each other though, and when you crash the car doesn't go flying dramatically through the air. It's still just as exciting and playable, though, and coin-op racing fans will not be disappointed.

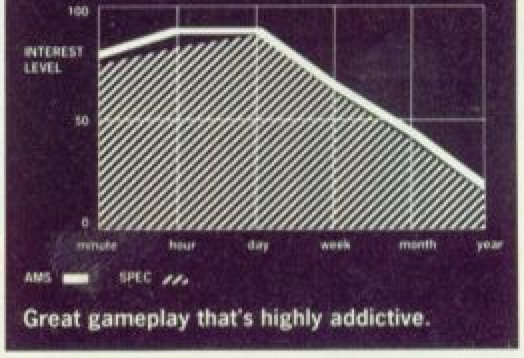
| | | | |
|---|---|---|---|
| GRAPHICS | 8 | IQ FACTOR | 2 |
| AUDIO | 6 | FUN FACTOR | 9 |

**ACE RATING 832**

### RELEASE BOX

| | | |
|---|---|---|
| ATARI ST | Price TBA | IMMINENT |
| AMIGA | Price TBA | IMMINENT |
| SPEC 128 | £9.95cs • £14.95dk | OUT NOW |
| AMSTRAD | £9.95cs • £14.95dk | OUT NOW |
| C64/128 | £9.95cs • £14.95dk | IMMINENT |
| IBM PC | To be decided | |

### PREDICTED INTEREST CURVE



Great gameplay that's highly addictive.

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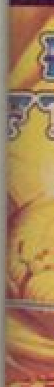

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**Bud Morgan** 22/24 Castle Arcade, Cardiff, South Glamorgan
**Computerbase Co.** 21 Market Avenue, City Centre, Plymouth, Devon PL1 1PG. **Tel: 0752 672128**
**Eagle Business Computers** Glamorgan House, David Street, Cardiff CF1 2FH. **Tel: 0222 390286**
**Judya Computers** 7/9 Exeter Road, Exmouth, Devon. **Tel: 0395 264593**
**The Model Shop** 8 Fairfax Street, Bristol, Avon, BS1 3BG. **Tel: 0272 213744**
**The Model Shop** 79 Northgate Street, Glos. **Tel: 0452 410693**
**The Model Shop** 11 Old Town Street, Plymouth, Devon, PL1 1DA. **Tel: 0752 221851**
**The Model Shop** 22 High Street, Stroud, Glos. **Tel: 04536 5920**
**The Model Shop** 896 Woodbridge Road, Guildford, Surrey. **Tel: 0483 39115**
**Software Plus** Unit 8, The Boulevards, Wellington Centre, Aldershot, Hants. **Tel: 0252 29862**
**Video City** 10 Station Road, Letchworth, Herts (ST & Amiga Specialists)
**Video City** 45 – 47 Fisher Green Road, Stevenage, Herts (ST & Amiga Specialists) **Tel: 0438 353808**
**Virgin (Retail)** 18 Merchant Street, Bristol, Avon BS1 3ET. **Tel: 0272 294779**
**The Computer Shop** 329 Ashley Road, Parkstone, Poole, Dorset BH14 0AP. **Tel: 0202 737493**

LONDON

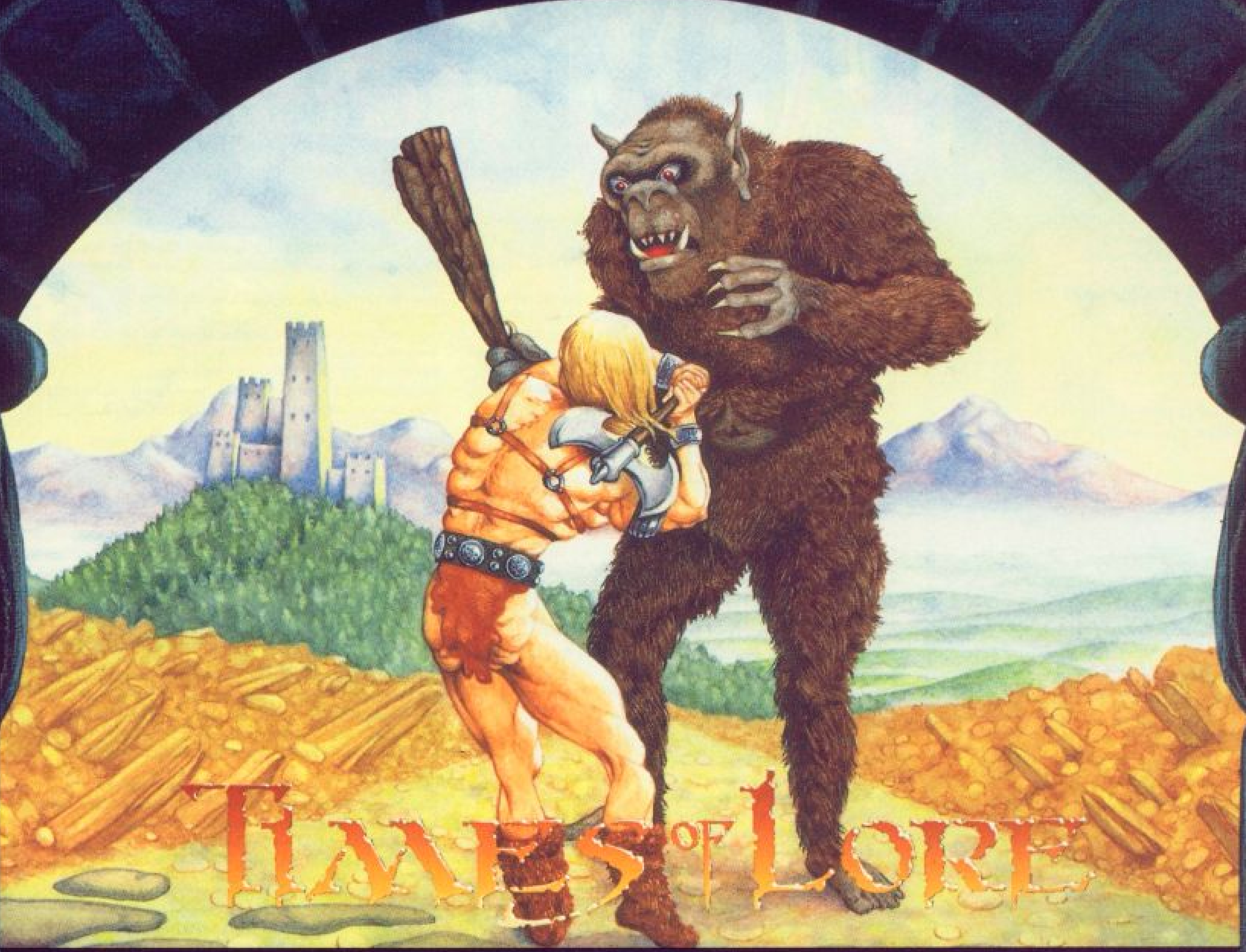
**Double Vision** 32 High Street, Ealing, London W5. **Tel: 01 566 1004/840 6278**
**Erol Computers** 125 High Street, Walthamstow, London E17 7DB. **Tel: 01 520 7763**
**Goel Computer Services** 45 Boston Road, Hanwell, London. **Tel: 01 579 6133**
**MicroTek** Grove Green Road, Leytonstone, London. **Tel: 01 556 2275**
**Shekhana Computer Services** 221 Tottenham Court Road, London W1R 5AF. **Tel: 01 631 4627**
**Logic Sales** 19 The Broadway, The Bourne, Southgate. **Tel: 01 882 4942**
**Silica Shop** 52 Tottenham Court Road, London (ST & Amiga Specialists). **Tel: 01 580 4000**
**Software Plus** In Shops, 37-43 South Mall, Edmonton Green, London.
**Virgin (Retail)** 527 Oxford Street. **Tel: 01 491 8582**
**Virgin (Retail)** 100 Oxford Street, London. **Tel: 01 637 7911**

SOUTH EAST

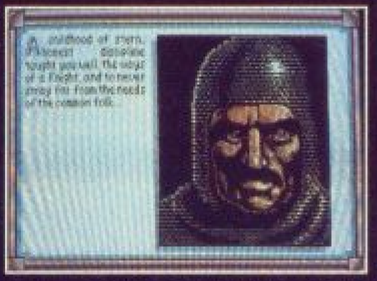
**A – Z County Suppliers** 23a Lower Mall, Weston Favell Centre, Northampton, NN3 4JZ. **Tel: 0836 766884**
**Bits 'N' Bytes** 47 Upper Orwell Street, Ipswich, Suffolk. **Tel: 0473 219961**
**Bits 'N' Bytes** 45 Orwell Road, Felixstowe, Suffolk. **Tel: 0394 279266**
**Computer Leisure Centre** , 17 High Street, Orpington, Kent BR6 0LG (ST & Amiga Specialists). **Tel: 0689 21101**
**Crawley Computers** 62 The Boulevard, Crawley, West Sussex RH10 1XH. **Tel: 0293 37842**
**Computer Business System** 88/90 London Road, Southend-on-Sea, Essex. **Tel: 0702 335443/330995**
**Computer Plus** 40 New Conduit Street, Kings Lynn, Norwich. **Tel: 0553 774550**
**Estuary Computers** Victoria Precinct, Southend on Sea, Essex. **Tel: 0702 614131**
**Foxminster Ltd** 25 Market Square, Hemel Hempstead, Herts. **Tel: 0442 55044**
**Logic Sales** 6 Midgate, Peterborough PE1 1TN. **Tel: 0733 49696**
**G B Microland** 7 Queens Parade, London Road, Waterlooville, Hampshire PO7 7EB **Tel: 0705 259911**
**JKL Computers** 7 Windsor Street, Uxbridge, Middlesex. **Tel: 0895 51815**
**Silica Shop** 1-4 The Mews, Hatherley Road, Sidcup, Kent DA14 4DX. (ST & Amiga Specialists) **Tel: 01 302 8811**
**Softsellers** 5a Dogs Head Street, Ipswich, Suffolk. **Tel: 0473 57158**
**Softsellers** 36a Osbourne Street, Colchester, Essex CO2 7DB. **Tel: 0206 560638**
**SoftSpot Computers** 61 Meredith Road, Clacton-on-Sea, Essex. **Tel: 0255 436462**
**Software Plus** 8 Buckhwins Square, Burnt Mills, Basildon, Essex. **Tel: 0268 590162**
**Software Plus** Liberty Shopping Mall, Basildon, Essex. **Tel: 0268 27922**
**Software Plus** 15 Kingsway, Colchester, Essex. **Tel: 0206 760977**
**Software Plus** Unit 1, 28/31 Moulsham Street, Chelmsford, Essex. **Tel: 0245 491746**
**Software Plus** 336 Chartwell Square, Southend-on-Sea, Essex. **Tel: 0702 610784**
**Software Plus** Unit 1, Queensgate Centre, Orsett Road, Grays, Essex. **Tel: 0375 391164**
**Software Plus** 22 St Matthews Street, Ipswich, Suffolk. **Tel: 0473 54774**
**Software Plus** 35 High Street, Gravesend, Kent. **Tel: 0474 333162**
**Software Plus** 13 Town Square, Stevenage, Herts. **Tel: 0438 742374**
**Software Plus** Unit 94, In Shops, The Maltings, St. Albans, Herts. **Tel: 0727 64347**
**Software Plus** Unit 2, 4-6 Orange Street, Canterbury, Kent. **Tel: 0227 458112**
**Software Plus** 43 Burleigh Street, Cambridge. **Tel: 0223 353643**
**Software Plus** Unit 11, The Boulevards, Harpur Centre, Bedford. **Tel: 0234 66598**
**Video City** 45-47 Fisher Green Road, Stevenage, Herts. (ST & Amiga Specialists). **Tel: 0438 353808**
**Video City** 10 Station Road, Letchworth, Herts. (ST & Amiga Specialists)
**The Video Machine** 194-196 Canterbury Street, Gillingham, Kent ME7 5XG. **Tel: 0634 56460**
**Viking Computers** Ardney Rise, Norwich NR3 3QH. **Tel: 0603 425209**
**Virgin (Retail)** 157-161 Western Road, Brighton, Sussex. **Tel: 0273 725313**
**Worthing Computer Centre** 7 Warwick Street, Worthing, West Sussex. **Tel: 0903 210861**

# ST★R DEALER

*ver's number 2!*

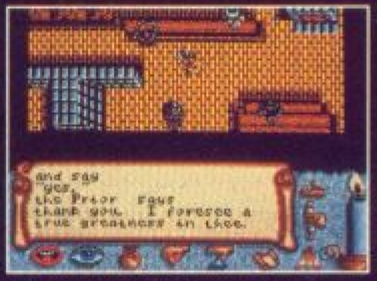


Commodore Amiga



The Knight one of three character classes.

Atari ST



and say
"yes."
the Prior says
"thank you. I foresee a
true greatness in thee."

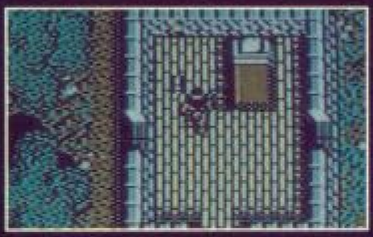
Converse through simple commands and menus.

## DISCOVER AN ARCADE ADVENTURE WITH HIDDEN DEPTHS

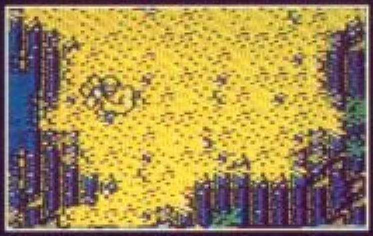
Discover Times Of Lore, Origin's first adventure on cassette. Acclaimed British designer Chris Roberts has taken the best of arcade and adventure – fast and furious combat, stunning graphics and animation, unrelenting danger and challenge – and introduced the depth of a classic fantasy role playing game.

Entirely joystick driven, Times Of Lore continuously tests your combat skills while you gradually become involved in a compelling plot. With 13,000 screen locations, a powerful but easy-to-use menu and icon interface, scores of interactive characters and music by Martin Galway, it ventures further than other arcade adventures.

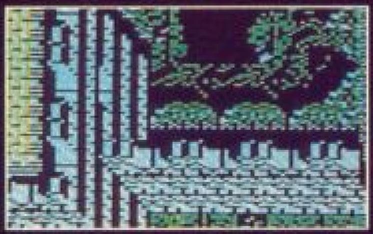
Origin have broken new ground in Times Of Lore. Isn't it time you did too? Available for: C64/128 Cassette £9.95, Disk £14.95, Spectrum 48/128K Cassette £9.95, Spectrum +3 Disk £14.95, Amstrad 464/6128 Cassette £9.95, Disk £14.95, Atari ST £24.95, IBM/PC & Compatibles £24.95, Apple £19.95, Commodore Amiga £24.95.



C64/128



Spectrum

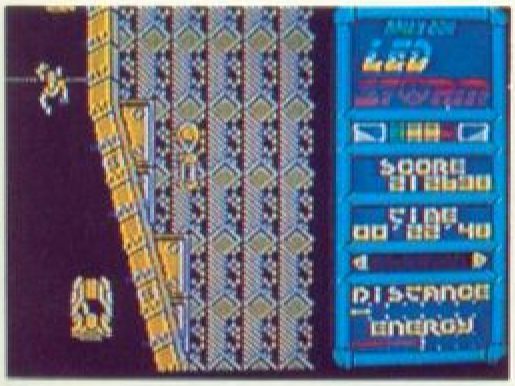


Amstrad

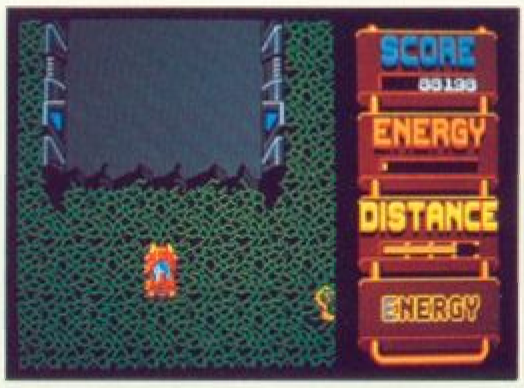
ORIGIN

Journey through an immense world of cities, dungeons, and a stunning variety of natural terrain.

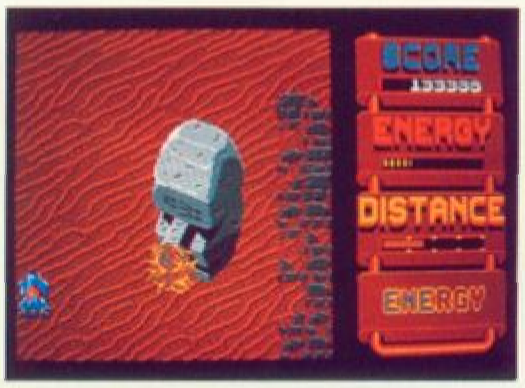
Origin, MicroProse, 2 Market Place, Tetbury, Glos, GL8 8DA. Tel: 0666 54326



**Spectrum – A much-needed energy capsule floats by, but cannot be collected.**



**Atari ST – Jumping a break in the aerial highway, the Green Coral Sea below.**



**Amiga – Sudden impact with an Easter Island head on the Ruins Desert section.**

# LED STORM

CAPCOM thunder across the countryside

**ANY** mental images of huge thunder clouds raining light-emitting diodes on an unsuspecting populace should be ignored immediately, since the LED of the title stands for Laser Enhanced Destruction. However, since there's precious little destruction – laser enhanced or otherwise – we'll have to stick to the plain old truth instead.

*LED Storm* is the latest conversion in US Gold's Capcom range, and follows the player's fortunes at the wheel of a high-powered motor vehicle as it tears across nine regions of futuristic landscape to reach the ultimate destination of Sky City.

The course taken is described by land features such as aerial roadways, dirt tracks and valleys which scroll vertically beneath the car. Progress is continually hampered by the appearance of other road-users, such as trucks, cars and frogs (getting their own back from the *Frogger* episode, presumably) which cause the car to spin out of control on contact. The course is also punctuated by gaps in the crumbling flyovers which are jumped over using ramps, plus other ground features such as rocks and trees which have to be avoided.

Similarly, onboard problems constantly beset the driver: energy is the ultimate limiting factor and the replenishment of energy and fuel systems is achieved by collecting the corresponding icons en route.

Reaching the end-of-stage checkpoint before the car's energy runs out allows access to the next stage of the course; failure signals the restart of the whole course.

● Steve Jarratt

### RELEASE BOX

| | | |
|---|---|---|
| **ATARI ST** | £19.99dk | OUT NOW |
| **AMIGA** | £19.99dk | OUT NOW |
| **SPEC 128** | £8.99cs • £12.99dk | OUT NOW |
| **AMSTRAD** | £9.99cs • £14.99dk | IMMINENT |
| **C64/128** | £9.99cs • £14.99dk | OUT NOW |
| **IBM PC** | £19.99dk | IMMINENT |

### ARCADE ACCURACY

Wonderfully accurate on the C64; comparably less so with the other versions. However, the essence of the game remains totally and pleasingly intact.

**COIN OP SCORE 9**

### AMIGA VERSION

Extremely smart graphics, as you might expect, and great aurals, but disappointing gameplay, again because of the poor sideways scrolling. However it does profit from a faster performance than its 16-bit counterpart, and thus feels slightly more comfortable.

| | | | |
|---|---|---|---|
| **GRAPHICS** | **8** | **IQ FACTOR** | **3** |
| **AUDIO** | **8** | **FUN FACTOR** | **6** |

**ACE RATING 648**

### C64 VERSION

Another superb arcade conversion from Software Creations (authors of *Bubble Bobble*). All aspects of the original machine are excellently reproduced – down to the parallax scrolling on the roadway – which makes it very playable. A real throw-back to the days of *Spyhunter*, but a great game nonetheless. Great soundtrack, too.

| | | | |
|---|---|---|---|
| **GRAPHICS** | **9** | **IQ FACTOR** | **3** |
| **AUDIO** | **9** | **FUN FACTOR** | **7** |

**ACE RATING 816**

### SPECTRUM VERSION

The monochrome Spectrum version suffers from the disability to scroll diagonally, although it does manage parallax. This problem is overcome by shifting the course sideways in large chunks, so keeping to the roadway is tricky at the best of times – especially considering the small screen size – which becomes annoying after a while. This artificially-imposed difficulty level plus other faults, such as becoming 'attached' to the kerbs, makes this the only version to steer clear of.

| | | | |
|---|---|---|---|
| **GRAPHICS** | **6** | **IQ FACTOR** | **3** |
| **AUDIO** | **3** | **FUN FACTOR** | **8** |

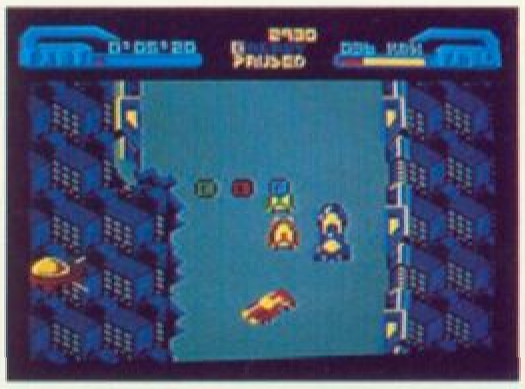
**ACE RATING 405**

### ST VERSION

Smart graphics with fast and surprisingly smooth (non-parallax) scrolling. It suffers from the same drastic sideways movement as the Spectrum, although to a lesser degree. The soundtrack fares remarkably well, with the ST's soundchip working overtime.

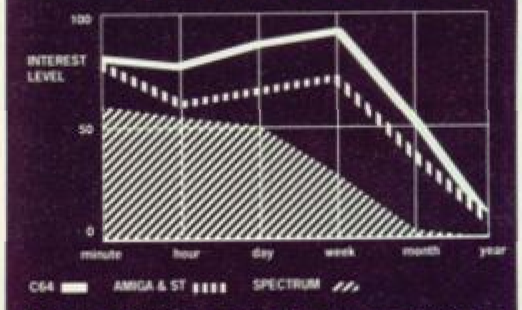
| | | | |
|---|---|---|---|
| **GRAPHICS** | **7** | **IQ FACTOR** | **3** |
| **AUDIO** | **7** | **FUN FACTOR** | **3** |

**ACE RATING 645**



**C64 – A flying saucer passes overhead, dropping bonus icons. If the spinning red car can get its act together, the middle one provides a flashing green shield.**

### PREDICTED INTEREST CURVE



**It takes a while to learn the courses, which is a bit offputting until some progress is made.**

# SKATEBALL

## UBI SOFT play rough

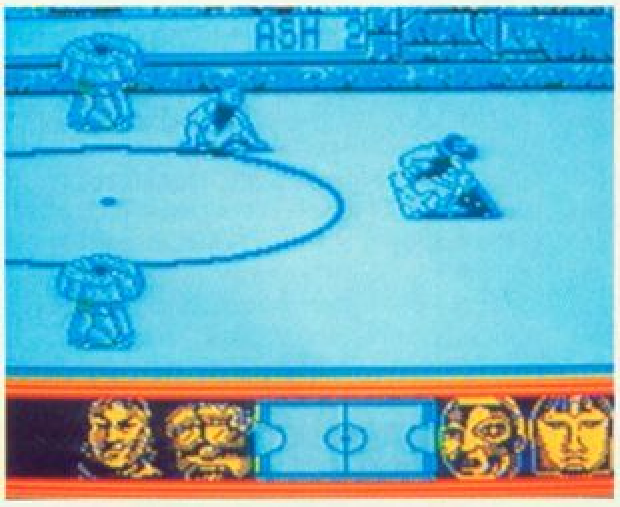
**VIOLENCE** on ice is what it's all about according to Ubi Soft, and this one or two player game certainly provides a generous smattering of both. The scenario is simple enough, play commencing on a rectangular ice rink with a goal mouth at each end, a ball and two teams of two people. One person minds goal while the other, the one you control, tries to kick the ball into the opponent's goal five times to win.

After the match, which has no time-limit, the whole process starts again on another rink. With each successive level, there is an increasing quantity of hazards such as pillars to crash into and holes in the ground that swallow up your player if he doesn't jump over them. Then there's the added danger of falling over and sliding uncontrollably into a pit or one of the huge spiked balls that are scattered carelessly about the rink on the later levels. Of course you can always try to smash into the opponent and send him skidding to the same fate!

Play consists of the two players sliding around everywhere, each trying to bash into the other, knock him off balance, pinch the ball (which is automatically dribbled in the direction the player's facing) and then kick it into the opponent's goal. Lose a player and the next team member comes on and plays until either he gets killed, he kills off the other team, or you complete the series of matches. Lose all three players and the game's over.

Controlling the player on 'ice' is not easy anyway, but just when you think you're getting the hang of it, the game starts producing rinks that can kill! This makes it a whole lot of fun, especially in two player mode.

● Andy Smith



**(Left) Aaargh! One of your players has just slid to his death.**

### SPECTRUM VERSION

The scrolling is slightly jerky, as is the animation at times. The gameplay however, is great, and you'll find it hard not to have 'just one more go'.

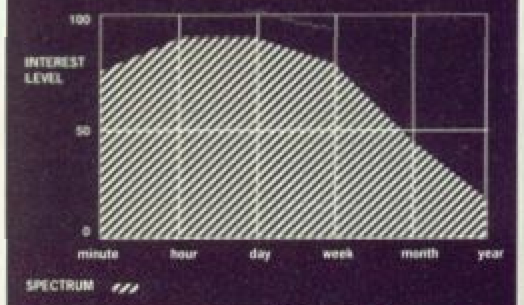
| | | | |
|---|---|---|---|
| **GRAPHICS** | 7 | **IQ FACTOR** | 3 |
| **AUDIO** | 4 | **FUN FACTOR** | 8 |

**ACE RATING 743**

### RELEASE BOX

| | | |
|---|---|---|
| **ATARI ST** | £19.99dk | March |
| **AMIGA** | £19.99dk | March |
| **SPEC 128** | £8.99cs • £14.99dk | OUT NOW |
| **AMSTRAD** | £9.99cs • £14.99dk | March |
| **C64/128** | £9.99cs • £14.99dk | March |
| **IBM PC** | £19.99dk | March |

### PREDICTED INTEREST CURVE



**The two player mode adds lasting interest.**

# DYNAMIC DUO

## FIREBIRD pair up

**NOT** the Caped Crusaders this time. A dwarf and a duck are the unlikely duo in question in this horizontally-scrolling one or two player arcade adventure.

The object of the exercise is to enter the Night House and track down ten pieces of a key that are scattered around the place, collect the whole key, find the Calculations Room and, hopefully, escape. The bits of key are all hidden in treasure chests that only the dwarf can open, but he's not as fast moving around as the duck, so it's a good idea to split the pair up. Have the duck search for the chests, then send the dwarf in to smash them open.

Unfortunately, to move between floors of the house the pair must be together, so you can't rely on just using one character to solve the game. When you find a piece of the key it is automatically picked up, and as you collect the pieces 'phantom' Calculations Rooms on your map start disappearing, until with all ten pieces the real Calculations Room is revealed.

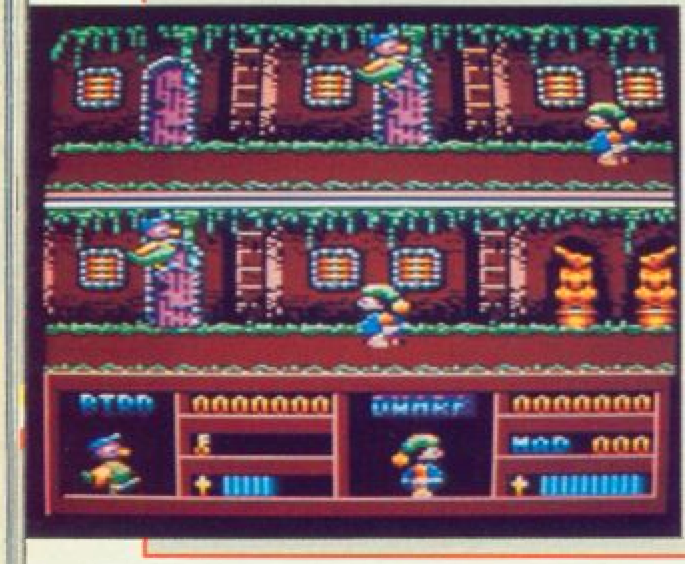
The screen is split in three. The top third is used when you're playing a character in one player mode; or when the two characters are together. The second third of the screen shows the second character when they're apart; or a small map of the house, showing objects and doorways and so on when they're together. The lower part of the screen shows the score and number of key pieces collected so far.

Of course, there are nasties about attempting to thwart your progress, particularly the Grim Reaper who watches your progress as you move around and can appear at any time, normally killing you off if you allow him to come in contact with one of the characters.

*Dynamic Duo* is a fun game, and although it's not terribly easy to get the hang of straight away, played with a friend it becomes an entertaining arcade adventure.

● Andy Smith

**Splitting the team up enables you to search the house much more quickly.**



### RELEASE BOX

| | | |
|---|---|---|
| **SPEC 128** | £7.99cs | OUT NOW |
| **AMSTRAD** | £8.99cs • £14.99dk | IMMINENT |
| **C64/128** | £9.99cs • £12.99dk | IMMINENT |

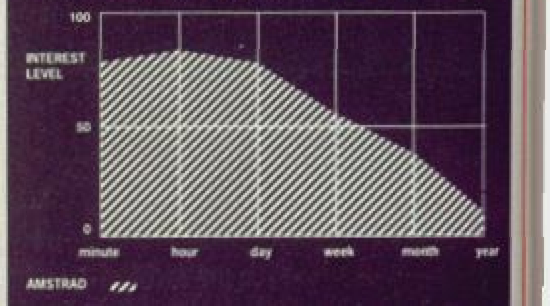
### AMSTRAD VERSION

The cutesy characters are colourful, as are the backgrounds. It's not an outstanding game in any department, but it's fun for a while, especially in two player mode.

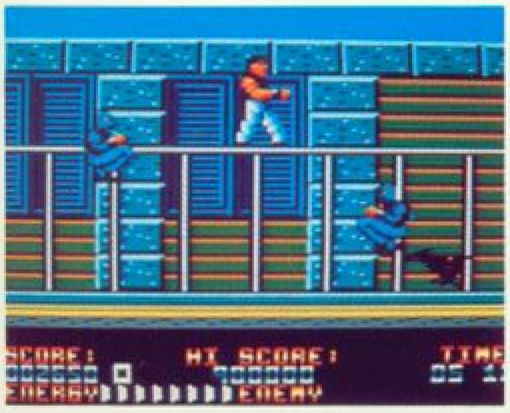
| | | | |
|---|---|---|---|
| **GRAPHICS** | 8 | **IQ FACTOR** | 4 |
| **AUDIO** | 3 | **FUN FACTOR** | 6 |

**ACE RATING 644**

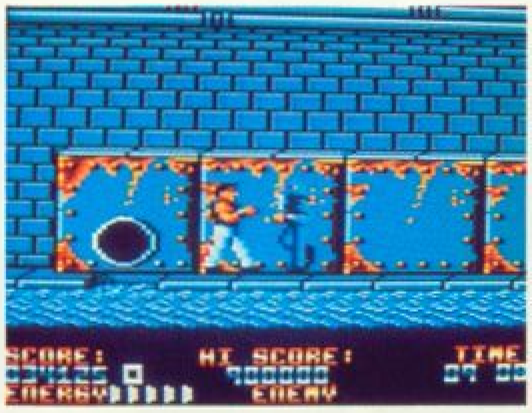
### PREDICTED INTEREST CURVE



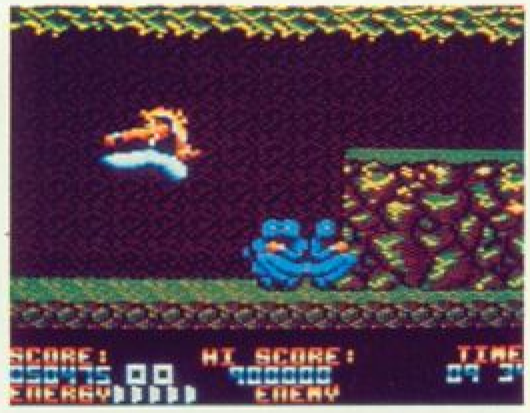
**A simple arcade adventure, that is at its best when played with a friend.**



**Level 1: Blue ninjas and Green Beret-style dogs provide the hate interest.**



**Level 3: Down in the sewers, and Bad Dude's up to his ankles in it...**



**Level 4: Bad releases a Power-kick, while his adversaries cower in terror.**

# BAD DUDES VS DRAGONNINJA

Get a kick out of life with OCEAN

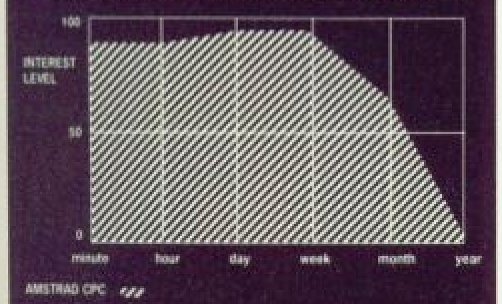
| RELEASE BOX | | |
|---|---|---|
| **ATARI ST** | £19.95dk | IMMINENT |
| **AMIGA** | £24.95dk | IMMINENT |
| **SPEC 128** | £8.95cs • £14.95dk | IMMINENT |
| **AMSTRAD** | £9.95cs • £14.95dk | OUT NOW |
| **C64/128** | £9.95cs • £14.95dk | IMMINENT |
| **IBM PC** | Price TBA – under development | |

### AMSTRAD VERSION

Amstrad *Dragonninja* is about as good as it could be. The graphics are nicely detailed and colourful, and the visual emphasis of the arcade has been captured, complete with parallax scrolling and a multitude of sprites. As might be expected, the sound isn't up to much, but suffices to represent the noise of fist impacting against flesh.

**GRAPHICS 9**
**IQ FACTOR 3**
**AUDIO 2**
**FUN FACTOR 8**
**ACE RATING 856**

### PREDICTED INTEREST CURVE



There is more than enough action in this one to keep you coming back for more.

**LATEST** in a long, long line of Japanese martial arts arcade conversions is Imagine's *Bad Dudes vs Dragonninja*, from the very popular Data East coin-op.

One of the Bad Dudes of the title sets off in search of the fabled Dragonninja, a poor unfortunate beast with the body of a man and a dragon's head (a Soviet female shotputter, by any chance?) This evil creature is holding 'President Ronnie' hostage in his underground complex, and in a misguided fit of goodwill, the Bad Dude sets off to liberate the most powerful actor in the western hemisphere.

The rescue mission takes Bad Dude across eight levels of scenery, battling through a town, across the top of a moving truck, along sewers, through a forest, on top of a speeding train, into an underground cave system and finally into the two levels of Dragonninja's complex. Here, the final duel takes place against the beast himself on the skids of his helicopter.

There are four types of ninja assassins who are constantly after Bad's blood, depleting his energy each time they land a blow. At the end of each level there lies – surprise, surprise – an end-of-level-guardian, each of which has a different method of attack and must be defeated before attempting the next scene. Bad Dude defends himself with punches and kicks, and can also rely on jump-kicks and a power-punch to despatch assailants en masse.

As his black pyjama-clad enemies bite the dust, they occasionally drop weapons which the Dude collects. In this way his bare-knuckle armoury can be supplemented by a dagger and nunchukas. He also obtains extra energy and time, left by the ninjas, to replenish waning life-source and diminishing time allowance.

*Dragonninja* is a very competent rendition of the original, and is fun to play in the same fashion as *Green Beret*, *Renegade* et al. It can be pretty tough, but the constant progress provides a strong urge to go back for more. *Dragonninja* may not be the best combat game ever to hit the streets, but it's well implemented and extremely addictive.

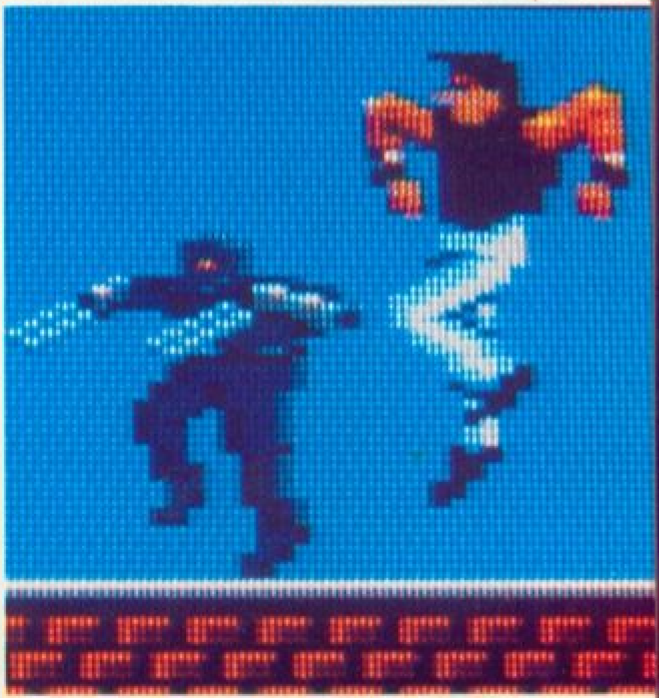
● Steve Jarratt

### ARCADE ACCURACY

Sadly lacking the two player option of the original; otherwise a pretty damn close conversion.

**COIN OP SCORE 7**

**(Below) Bad Dude leaps to avoid the second end-of-level guardian. Note the realistically-detailed MAC truck.**



# THE MUNSTERS

## AGAIN AGAIN's monster licence

**GHOSTS** ghouls and things that go bump in the night are all commonplace in the Munster household, where this arcade adventure from new software house Again Again is set. Turning a cult TV series into a good computer game is a tall order for such a young company – have they pulled it off?

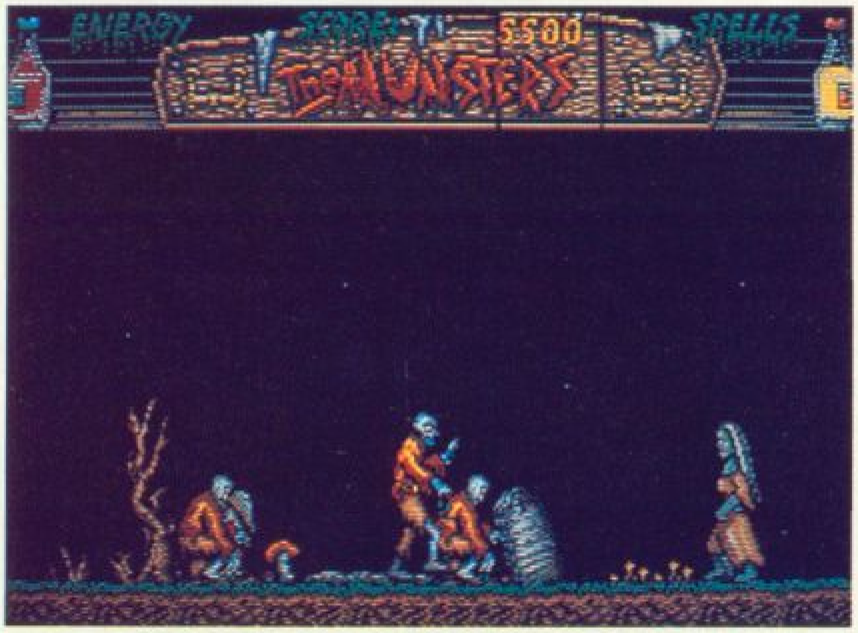
Almost, is the answer. In the game you start off playing the part of Lilly and have to rescue Marilyn (the only normal member of the family) from the clutches of Old Nick. This is only achievable by starting at the Munster house and wandering through the rooms collecting objects and destroying nasties that guard the exits/entrances to other locations.

You're armed – if that's the right word – with a limitless supply of spells which are best used to destroy the hordes of ghosts that come flying from the walls. Contact with the ghosts results in some of your limited energy being sapped, but destroying them earns a points bonus and a little more spell power – a bottle at the top of the screen fills up as your power increases. Some of the real baddies can't be destroyed just with spells though, so you must collect the right object first.

Again Again have captured the flavour of the TV series, but the game style is old hat and you won't be riveted to your computer for long.

●Andy Smith

| RELEASE BOX | | |
|---|---|---|
| **ATARI ST** | £19.99dk | OUT NOW |
| **AMIGA** | £19.99dk | OUT NOW |
| **SPEC 128** | £9.99cs | OUT NOW |
| **AMSTRAD** | £9.99cs | OUT NOW |
| **C64/128** | £9.99cs | OUT NOW |
| **MSX** | £9.99cs | OUT NOW |



**Lilly goes wandering around the garden. Fortunately her energy level is still high, but those zombies just keep climbing out of the soil. Touch a zombie, and energy is rapidly drained.**

### SPECTRUM VERSION

Sprites and backgrounds are fine, and the animation is very good in places. The title tune's pleasant but there is not much in the way of spot effects. A playable – if dated – arcade adventure.

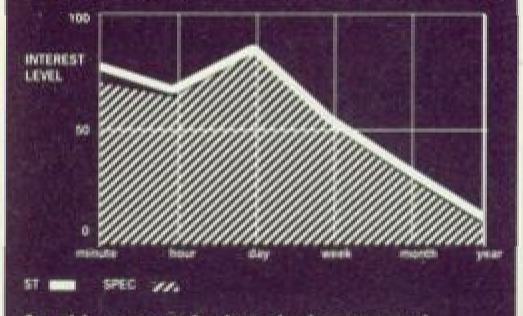
**GRAPHICS 8 IQ FACTOR 4**
**AUDIO 6 FUN FACTOR 7**
**ACE RATING 607**

### ST VERSION

The sprites and background are colourful and well-animated. The title tune is good too, and if you like the old game style, you'll get some enjoyment from *The Munsters*.

**GRAPHICS 8 IQ FACTOR 4**
**AUDIO 7 FUN FACTOR 7**
**ACE RATING 613**

**PREDICTED INTEREST CURVE**



**An old game style, but nicely executed.**

# TRANSPUTOR

## CRL drop a brick

**NICE** idea, shame about the execution. Just when everyone thought it was safe to forget about bat and ball games, industry veterans CRL come out with a product that is a straightforward reworking of their mediocre 8-bit entertainment, *3D Ballbreaker*.

Rather than a bird's-eye view of proceedings a 3D isometric perspective is offered: *Knightlore* meets *Breakout*. The bat moves along the right-hand side of the play area, and the ball bounces off solid blocks that explode when hit. Obviously, the wall nearest the player's bat is invisible. Sound effects, including digitised speech, jolly along the proceedings and the usual crop of bonus bricks are found in the walls, which extend vertically as well as horizontally. If you get bored with trying to work through the 32 screens in sequence, it is possible to dive in and start playing on a selected screen.

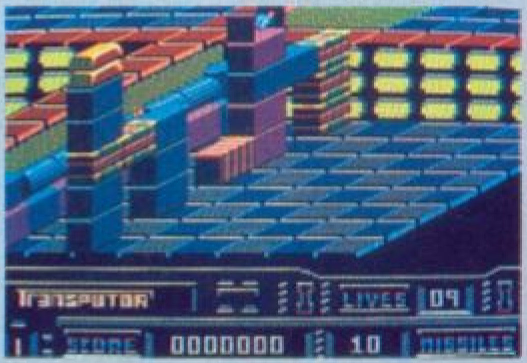
●Graeme Kidd

| RELEASE BOX | | |
|---|---|---|
| **ATARI ST** | £19.99dk | OUT NOW |
| **AMIGA** | £19.99dk | OUT NOW |

### AMIGA VERSION

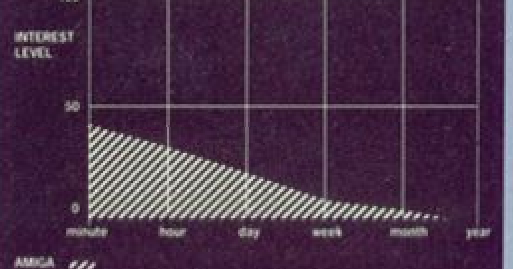
Don't be misled by the techno-hip title. Grotty graphics and fatuous digitised messages (including a schoolboy raspberry when the bat misses a ball and it goes out of play) combine with poor controls to make an unrewarding and unplayable game. Just about worthy of release as a budget title, but as a full-price release, this effort is an insult to the Amiga.

**GRAPHICS 3 IQ FACTOR 1**
**AUDIO 3 FUN FACTOR 3**
**ACE RATING 202**

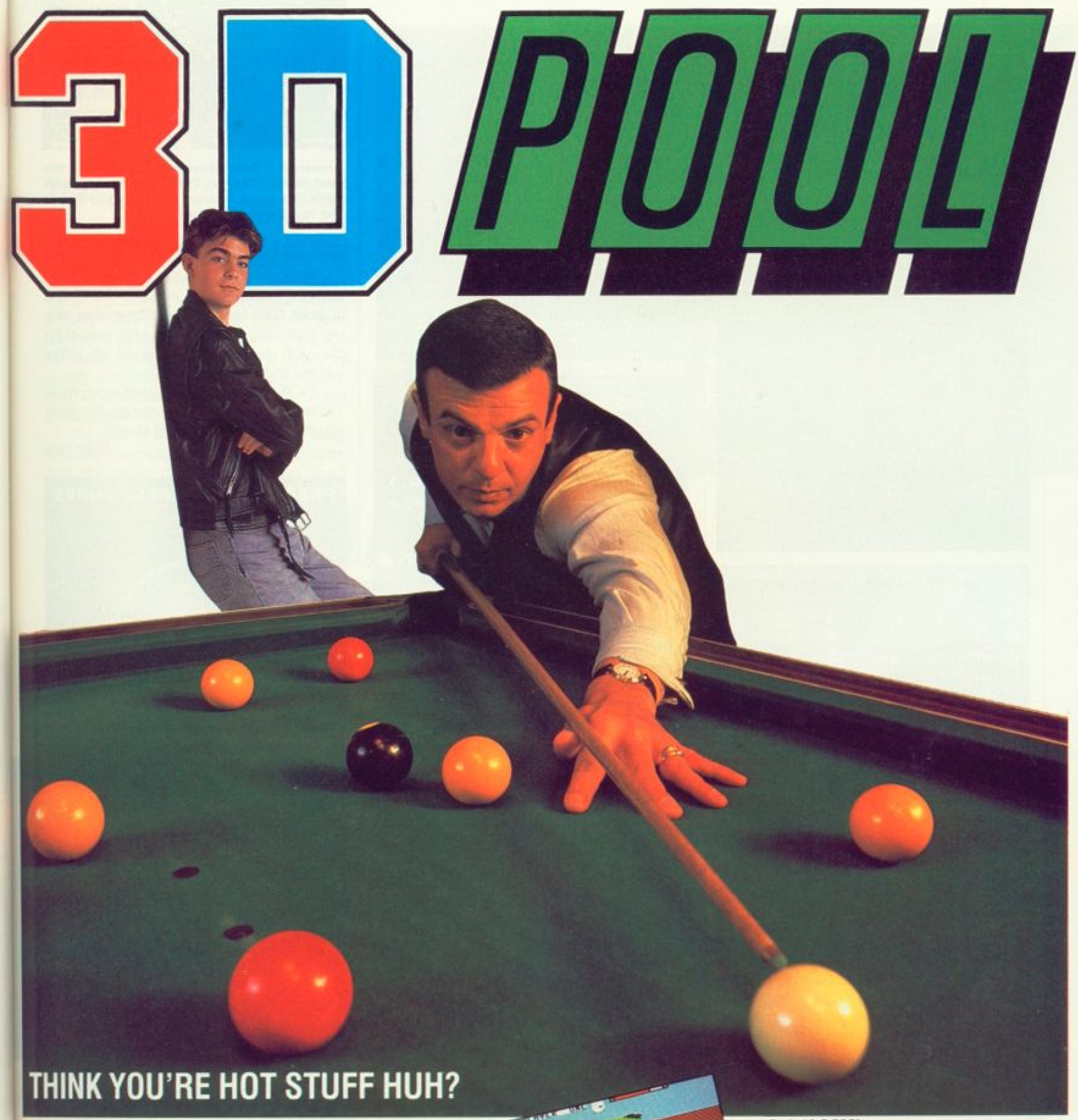


**3D isometric *Breakout* in *Transputer*. The genre taken to its illogical and unplayable extreme.**

**PREDICTED INTEREST CURVE**



**Not exactly lasting fun – dogged determination might keep you playing for a while.**



## THINK YOU'RE HOT STUFF HUH?

Well here's your chance to prove it.

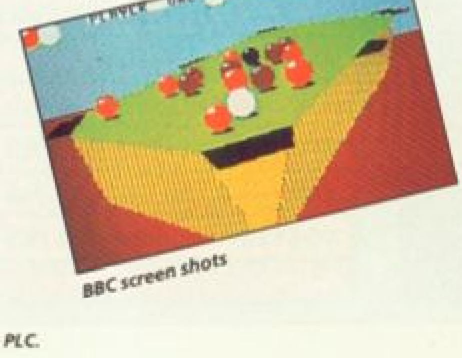
European champion 'Maltese Joe' Barbara is waiting to rack 'em up and blow you out.

Unlike any other pool simulation, 3-D POOL incorporates a unique "move around the table" feature — allowing shots to be played from any position, just like in a real game.

3-D POOL will take all your skill to master and if you do get that lucky break, how about entering the nationwide 'Maltese Joe' high score competition with the chance to play a real frame with the champ. Full details in every box.

**Cue up for a shot at big Joe.**

BBC screen shots



BBC screen shots

Pocket 3-D POOL on . . .

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| Commodore 64 Cassette | £9.99 |
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| Amstrad Cassette | £8.99 |
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# LAST DUEL

## CAPCOM'S final fight

**SHADES** of *LED Storm* in this, another of Capcom's vertically-scrolling driving games, as a car roars through futuristic scenery. However, the addition of flying craft, simultaneous two-player action and lots of shooting make it altogether a different test of the player's skills.

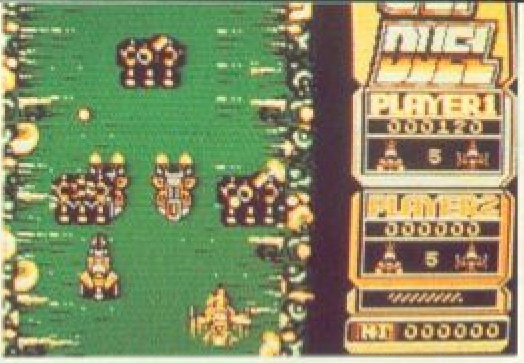
There are six levels to get through, each with deadly guardians at the end of them, never mind the hordes of defences along the way. In Levels One, Three and Five, Player One drives a car and takes out ground obstacles, while in Two, Four and Six he flies a plane – which Player Two flies on all six levels.

The defences cover the whole gamut of alien forces, from gun emplacements to kamikaze cars, fire-breathing dragons to deathly plunges into the void. If there is no second player then the aerial defences do not appear on Levels One, Three and Five.

Along the route you can pick up icons that enhance firepower. This increases the number of bolts fired forward and also enables sideways shooting. The car can jump over obstacles and holes, but be careful of getting trapped on the scenery.

It's standard arcade fare, enlivened only by the two-player option. Fair enough for shoot-em-up fans but offers nothing special.

● Bob Wade



**Amstrad – Two players race through the first level. Player Two is the blue craft with the sight in front of it. Player One is the red three-wheeled car.**

### RELEASE BOX

| | | |
|---|---|---|
| **ATARI ST** | £19.99dk | OUT NOW |
| **AMIGA** | £19.99dk | IMMINENT |
| **SPEC 128** | £8.99cs • £12.99dk | OUT NOW |
| **AMSTRAD** | £9.99cs • £14.99dk | OUT NOW |
| **C64/128** | £9.99cs • £14.99dk | IMMINENT |
| **IBM PC** | £24.99dk | Under development |

### SPECTRUM VERSION

The craft movement is slow, which makes this version prohibitively difficult to play.

| | | | |
|---|---|---|---|
| **GRAPHICS** | 6 | **IQ FACTOR** | 1 |
| **AUDIO** | 4 | **FUN FACTOR** | 5 |

**ACE RATING 490**

### ST VERSION

Reasonably good graphics, but the playing window is small so that it's hard to see everything you need to deal with.

| | | | |
|---|---|---|---|
| **GRAPHICS** | 6 | **IQ FACTOR** | 1 |
| **AUDIO** | 6 | **FUN FACTOR** | 6 |

**ACE RATING 610**

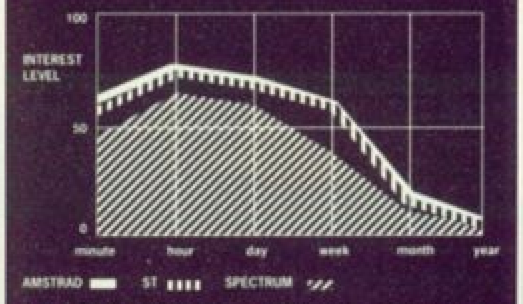
### AMSTRAD VERSION

Much better graphics than the Spectrum version, and much more playable too.

| | | | |
|---|---|---|---|
| **GRAPHICS** | 7 | **IQ FACTOR** | 1 |
| **AUDIO** | 3 | **FUN FACTOR** | 6 |

**ACE RATING 615**

### PREDICTED INTEREST CURVE



It's tough and testing but finally unexciting.

# DARK FUSION

## Trigger fingers to the test, with GREMLIN

**PROMISING** entrants to the Corps of the Guardian Warriors must first pass a test which examines the disciplines needed as an everyday Guardian Warrior – basically lots of shouting, running around and shooting.

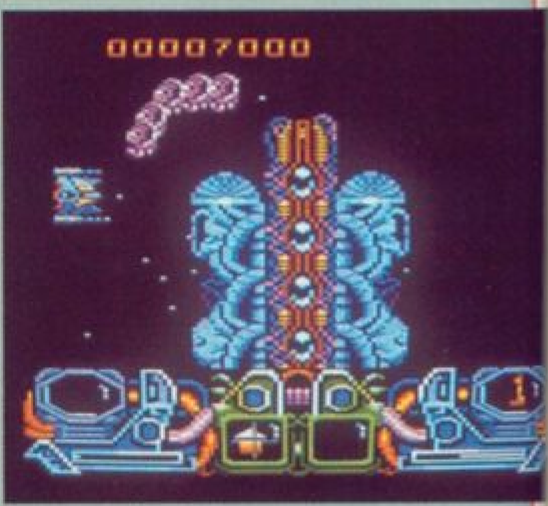
The test itself is therefore split into three sections. The main Combat Zone involves negotiating a horizontal corridor which is infested with all manner of alien ships, robots and gun emplacements. These fire upon and generally hassle the Corps cadet, who has only a limited energy supply and a mere three lives with which to complete the test.

Extra equipment can be collected by picking up the icons released on the destruction of specifc alien constructions. The cadet can thus increase his manoeuvrability and firepower along the way.

Within each section there lie three 'Fusion Pods', giving access to further sub-sections. Two Alien Zones must be entered and the alien creatures within destroyed. Only then can the Combat Zone be completed and the Flight Zone entered for the trip through to the next level.

The difficult and lacklustre gameplay tends to wear thin after only a few goes, and this potentially interesting shoot-em-up (shades of *Northstar*, *Exolon* and even *R-Type*) is relegated to the no-man's land of mediocre games. Technically sound on all versions, but missing the vital spark to separate it from the 'also-playeds'.

● Steve Jarratt



**AMSTRAD - Contact with a fusion pod sends the player into the tricky Alien Zone.**

### SPECTRUM VERSION

Reasonably clash-free and colourful, the Speccy *Dark Fusion* plays very similarly to the Amstrad, if a touch quicker. The 48K sound effects are pretty weak, but the title music is bearable.

| | | | |
|---|---|---|---|
| **GRAPHICS** | 6 | **IQ FACTOR** | 3 |
| **AUDIO** | 4 | **FUN FACTOR** | 4 |

**ACE RATING 534**

### AMSTRAD VERSION

Very smart visuals, but somewhat lacking in the sound department. Difficult to get to grips with, and the immediate lack of progress is annoying.

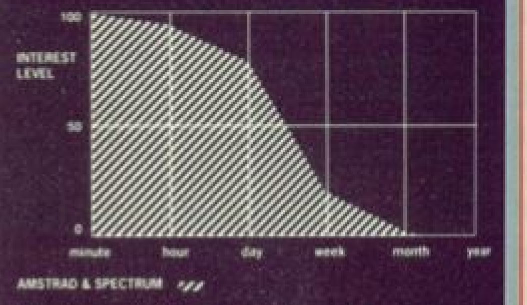
| | | | |
|---|---|---|---|
| **GRAPHICS** | 7 | **IQ FACTOR** | 3 |
| **AUDIO** | 3 | **FUN FACTOR** | 4 |

**ACE RATING 534**

### RELEASE BOX

| | | |
|---|---|---|
| **ATARI ST** | £19.99dk | IMMINENT |
| **AMIGA** | £19.99dk | IMMINENT |
| **SPEC 128** | £7.99cs • £12.99dk | OUT NOW |
| **AMSTRAD** | £9.99cs • £14.99dk | OUT NOW |
| **C64/128** | £9.99cs • £14.99dk | IMMINENT |

### PREDICTED INTEREST CURVE



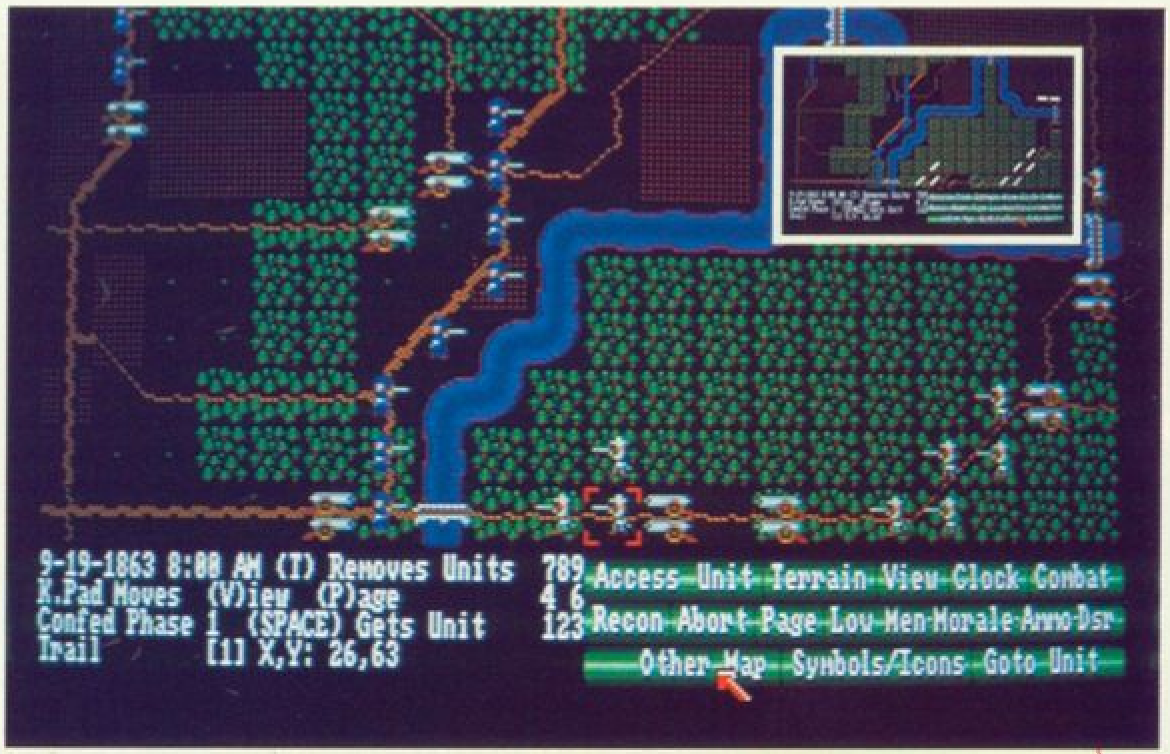
Nice to look at, but frustrating to play.

# REBEL CHARGE AT CHICKAMAUGA

## SSI Fix bayonets

**(Right) Zoom in to see what units the enemy has to fight off an attack (select hidden movement and the enemy location is hidden until you're on top of it).**

**(Inset) Unit symbols can be changed to icons at the press of a button.**



9-19-1863 8:00 AM (T) Removes Units
K.Pad Moves (V)iew (P)age
Confed Phase 1 (SPACE) Gets Unit
Trail [1] X,Y: 26,63

789
4 6
123
Access Unit Terrain View Clock Combat
Recon Abort Page Lov Men Morale Ammo Dsr
Other Map Symbols/Icons Goto Unit

**THIS** one or two player tactical wargame covers what many experts consider to be the single most evenly-matched confrontation of the American Civil War – the Battle of Chickamauga Creek, on the 19th and 20th September, 1863. Though the Confederates won what is now regarded as a tactical victory, it didn't really do much to improve their chances of winning the war. SSI now gives you the chance to change the course of history by scoring a decisive victory for the Confederates, or attempting to hammer them if you should choose to play the Union army.

The game is composed of eighteen turns, each turn representing two hours on the battlefield. The players decide which armies they'll command and the game starts with the first commander issuing orders to his troops. Taking a long-term view of the battle, each commander is aiming to score as many victory points as possible by capturing strategic positions on the large game map.

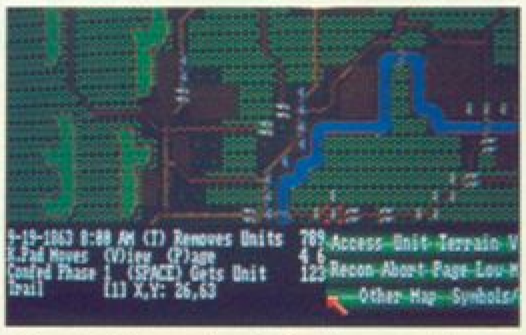
Each turn is made up of several phases, with movement coming first. The distance a unit is allowed to move during any two-hour period depends on the amount of movement points the unit has, which in turn depends on what type of unit it is (infantry, cavalry or artillery) and whether it is ordered to move at double-quick time. After moving, the unit can target an enemy unit to attack during the combat phase, if the enemy is in line of sight and, of course, within range.

| RELEASE BOX | | |
|---|---|---|
| **AMIGA** | £29.99dk | OUT NOW |
| **C64/128** | £24.99dk | IMMINENT |
| **IBM PC** | £29.99dk | IMMINENT |

**AMIGA VERSION**

The graphics could have been better, but they're adequate. *Rebel Charge* is easy enough for novices to play and challenging enough on the advanced scenario to keep veterans happy.

**GRAPHICS 5 IQ FACTOR 7**
**AUDIO N/A FUN FACTOR 6**
**ACE RATING 841**



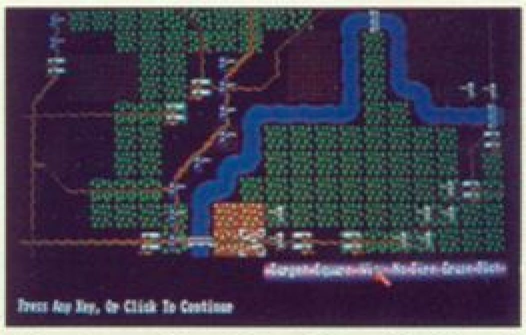
9-19-1863 8:00 AM (T) Removes Units
K.Pad Moves (V)iew (P)age
Confed Phase 1 (SPACE) Gets Unit
Trail [1] X,Y: 26,63

**The smaller scale strategic map gives a better overall view of the situation.**

Units are moved by placing the on-screen cursor over them and then using the numeric keypad to move in one of eight directions (care has to be taken when moving units close to each other as you can only stack a certain number on any one square, and detours are often expensive in movement points). After all the units of a side have moved, the other player gets to take any opportunistic shots at the moving units. Then the combat phase is entered with attacking and defending sides firing alternately. Finally the other side moves and the process repeats to complete the turn.

*Rebel Charge At Chickamauga* is very tactical, so will certainly test powers of strategic and tactical planning. Don't be put off if you've never played a wargame, because there are three levels of play and options offer hidden or open movement, as well as many other user-definable options which can swing things in your favour. The game is well put together, with almost everything taken into account (morale, terrain, whether the unit is charging, in retreat or even which direction it's facing). The multitude of options and play levels means you can make things as simple or as complicated as you wish. If you're an Amiga-owning wargaming fan it's well worth taking a long, hard look at.

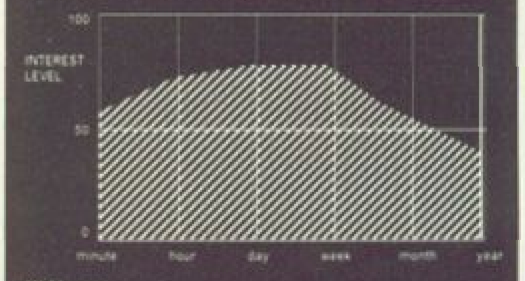
● Andy Smith



Press Any Key, Or Click To Continue

**The view option shows the unit's line of sight. This unit can fire on any enemy unit that falls within the brown area.**

**PREDICTED INTEREST CURVE**



Varied skill levels offer lasting entertainment.

# WANTED

## Bounty hunting with INFOGRAMES

### AMIGA VERSION

Snappy digitized effects add some welcome atmosphere. The scenery and characters are plain in most places, and certainly not state of the art in the shoot-em-up field.

| | | | |
|---|---|---|---|
| GRAPHICS | 5 | IQ FACTOR | 1 |
| AUDIO | 7 | FUN FACTOR | 7 |

**ACE RATING 656**

### ST VERSION

No digitized sound effects, but the graphics are nearly as good as on the Amiga, and gameplay is more or less identical.

| | | | |
|---|---|---|---|
| GRAPHICS | 5 | IQ FACTOR | 1 |
| AUDIO | 5 | FUN FACTOR | 7 |

**ACE RATING 644**

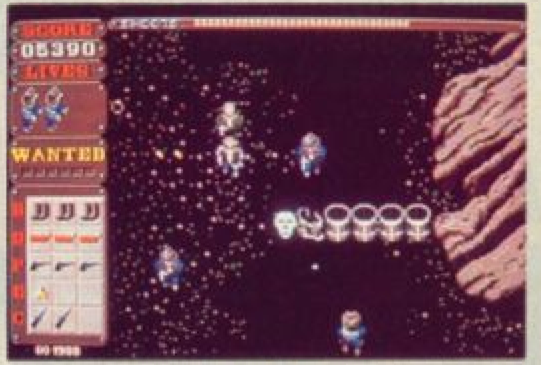
### RELEASE BOX

| | | |
|---|---|---|
| **ATARI ST** | £19.95dk | OUT NOW |
| **AMIGA** | £19.95dk | OUT NOW |
| No other versions planned | | |

**GUNFIGHT** games have been around since the earliest coin-ops and consoles. They made a comeback last year with *Gunsmoke*, a vertically-scrolling shoot-em-up, and now here's another one.

Four bandits, in other words four end-of-level guardians, have to be found and killed. On the route to them are more accomplices than get wasted in a Sam Peckinpah movie. There are also hazards like rocks and barrels that tumble down the screen to crush bounty hunters into the Arkansas dirt.

Fortunately the armament is distinctly superior to anything the real West had, firing in three directions at once. Firepower, speed and range are all improved by collecting objects from blasted barrels. Be cautious, mind, because deadly skulls also lurk in some barrels. Particularly helpful are the sticks of dynamite that act as smart bombs.



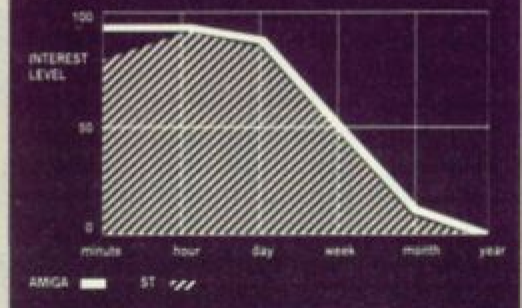
**Amiga - Shoot the barrels to reveal bonuses. The table in the bottom left of the screen shows which objects are currently in use.**

There are also shields to stop bullets and hearts to give extra lives. If you are killed, the weapon's level is reduced, making it harder to deal with all the incoming banditos who appear from all sides of the screen except the bottom, loosing off the occasional bullet in your direction. Occasionally, snipers pop up in buildings and pump bullets across the screen. The only way to take them out, again, is if you can still shoot diagonally.

Not a very original concept, but it's better put together than *Gunsmoke* and has enough levels to keep the gunslinger addicted.

● Bob Wade

**PREDICTED INTEREST CURVE**

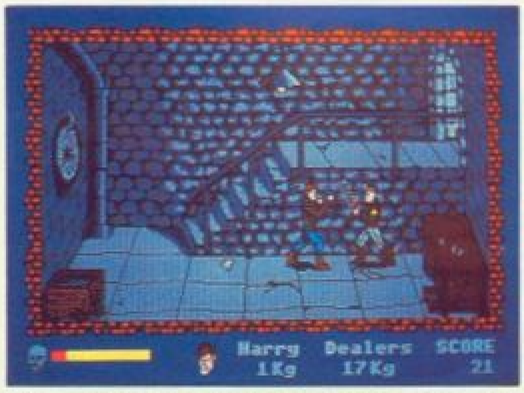


Hot lead at first, but the action is repetitive.

# MANHATTAN DEALERS

## Fight crime the SILMARILS way

**DRUG** pushers are invariably portrayed as characters who would benefit from some sanitisation, and the ones in this beat-em-up are no exception. You play the part of Inspector Harry, an all-round good dude and tough cookie sent to break up the drugs rings and restore harmony to the neighbourhood.



**Harry puts up his dukes and prepares to take on a chainsaw maniac.**

### RELEASE BOX

| | | |
|---|---|---|
| **ATARI ST** | £19.99dk | OUT NOW |
| **AMIGA** | £24.99dk | IMMINENT |
| **SPEC 128** | Price and release date TBA | |
| **AMSTRAD** | Price and release date TBA | |
| **C64/128** | Price and release date TBA | |
| **IBM PC** | £24.99dk | IMMINENT |

The action is all viewed side-on in pseudo 3D, with the player controlling Harry as he wanders around seedy areas of Manhattan smashing innocent punks and chainsaw-wielding maniacs into unconsciousness. Most of the baddies that Harry comes across will be the pushers themselves, so once they're knocked out it's relatively easy to rob them of their drugs. His aim is to collect a specified amount of illegal substances, run to the far right of the game area and burn the drugs in a large brazier that's conveniently blazing away.

Do all that and you can start smashing up the next drugs ring (the caffeine ring is the first to break, followed by the nicotine ring, the drugs involved getting progressively harder). The game area remains the same for each ring, but the number and ferocity of the gang leaders increases. Let Harry take too many hits and his health status bar (below the main play area) starts to take a dive: if it reaches the bottom, Harry's a goner and you'll have to restart.

The game concept is not new and there are some curious gameplay points. For example, it's an effort to get Harry facing the way he's moving, so much of the time it's easier to have him wandering around backwards! Once you've seen all the locations and discovered how to thrash the baddies, awkward gameplay manages to kill your enthusiasm before long.

● Andy Smith

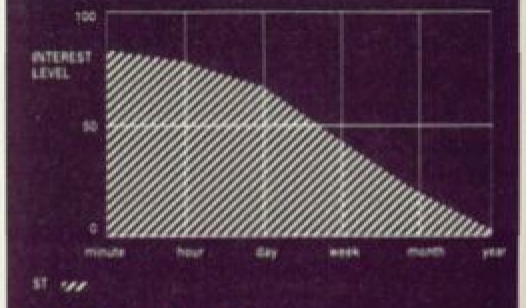
### ST VERSION

The backgrounds are colourful and detailed and animation of the sprites is good too. Unfortunately, there's just not enough here to keep you playing for long, and the cumbersome control does nothing to help.

| | | | |
|---|---|---|---|
| GRAPHICS | 8 | IQ FACTOR | 2 |
| AUDIO | 6 | FUN FACTOR | 8 |

**ACE RATING 545**

**PREDICTED INTEREST CURVE**



Lacks lasting interest.

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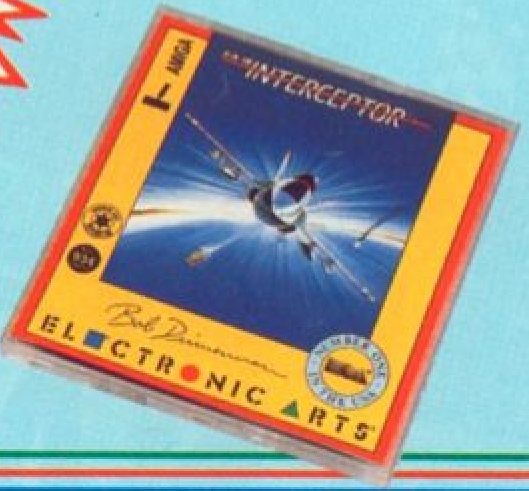
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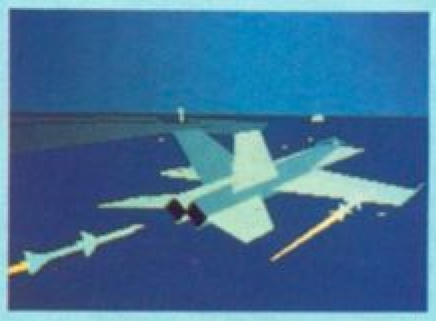

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LT:00:00.1

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Stroke/Par
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PAUSE Click or press key to play

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# DENARIS

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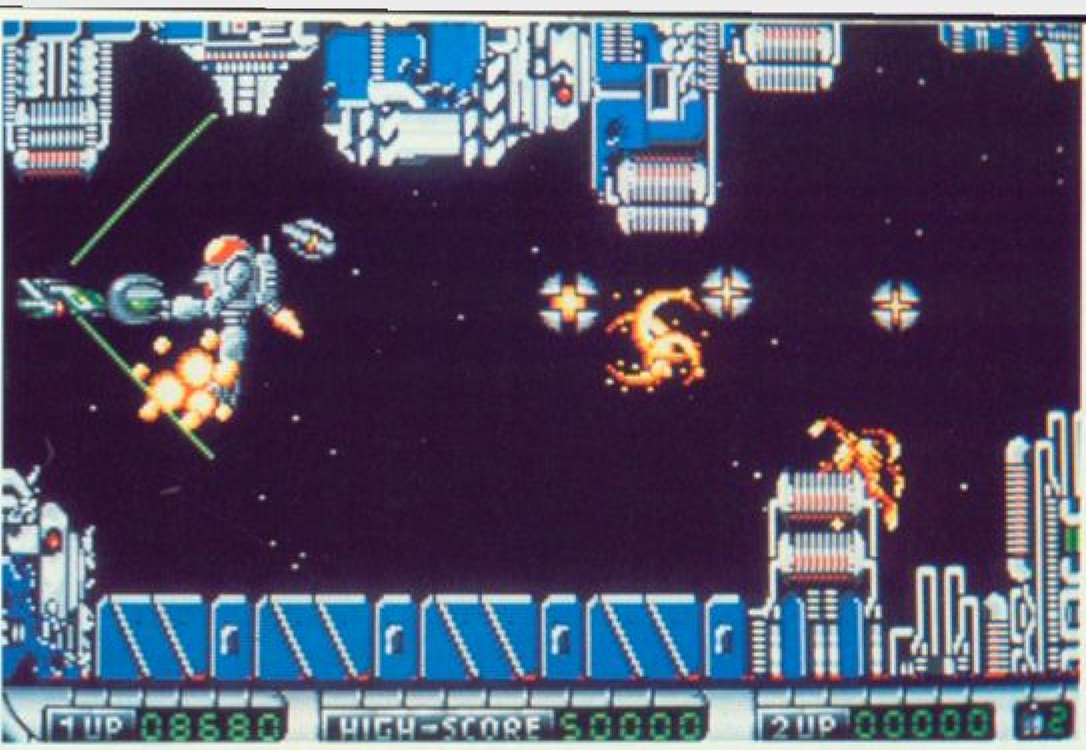


**(Right) That big guy keeps pumping out homing missiles, but you've managed to pick up some extra weapons so he shouldn't be too much trouble.**

**HORIZONTALLY** scrolling shoot-em-ups are ten a penny, but *Denaris* is one of an elite few that, by virtue of their graphics and gameplay, really stand out from the crowd.

The player flies a space craft through stage after stage of alien tunnels. In each of the tunnels (they change for each level) there are no route choices: you simply keep flying from left to right, destroying waves of flying aliens that come from all directions. There are also aliens that walk slowly along the bottom firing, and, as if that weren't enough to contend with, there are installations which fire too. These can't be destroyed, so they just have to be avoided.

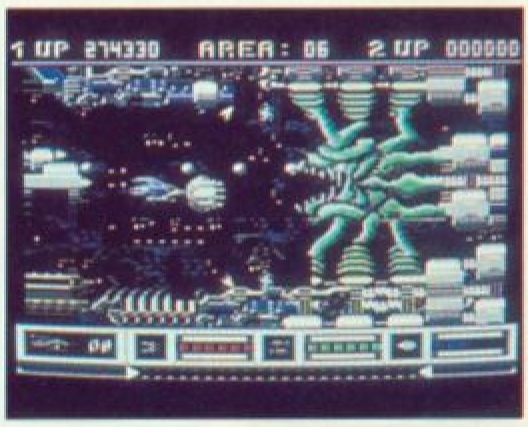
At various stages of the game, symbols come scrolling across the screen that grace your ship with extra weapons if they are picked up. Extra weapons include a probe which will attach to the front of your ship and act as a shield, three-way laser shots and drones.

All these are needed to get past the tougher opponents, such as *Transformer*-like robots that pump out homing missiles and the end-of-level guardians. The end-of-level challenge varies: for example, there's a large monster to destroy at the end of the first level, but at the end of Stage Two there's just a load of gyrating aliens that look like mines and take several shots to destroy. At the end of Level Three there's a snake-like guardian that moves around the screen pumping out shots – beginning to get the picture?

All extra weapons stay with the ship until you lose a life, but fortunately it doesn't take long to build weaponry back up to a decent strength after you start again (from the last restart point, which is never too far away).

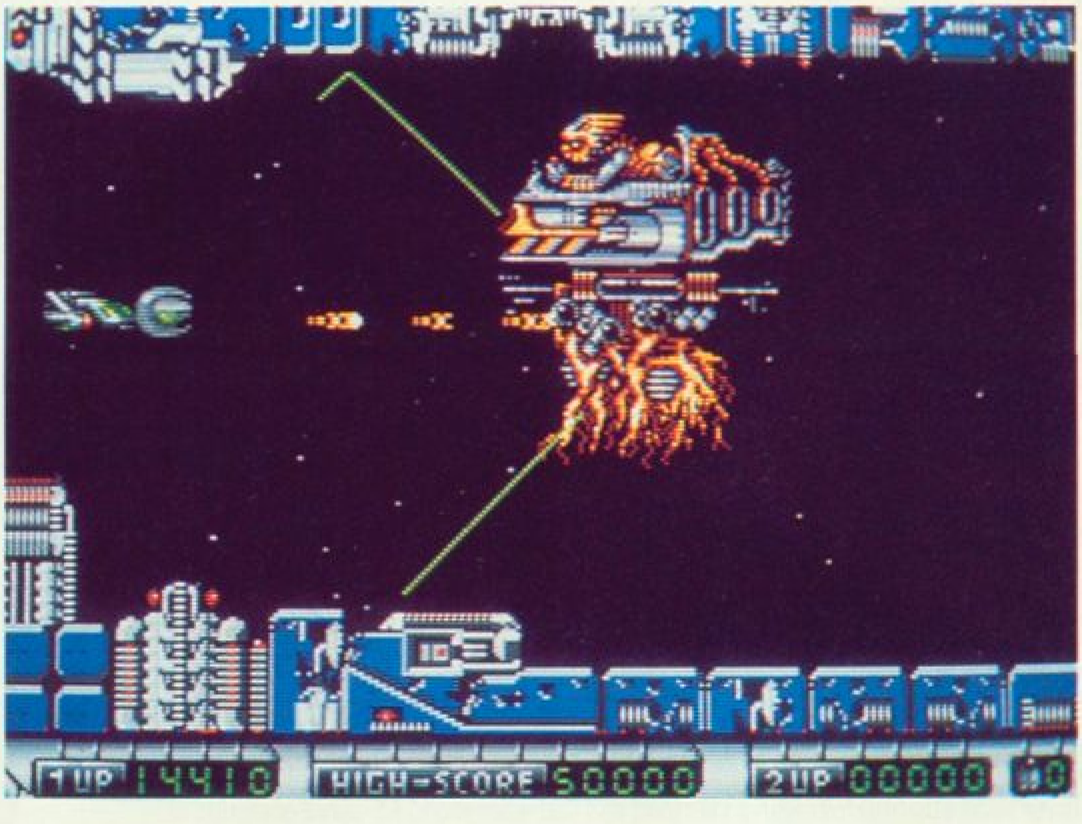
*Denaris* is a terrific shoot-em-up. Don't expect it to tax your brain in any way, shape or form, but your joystick and joystick-arm will get a severe workout. As far as shoot-em-ups go, it's one of the best.

● Andy Smith



**(Above) C64 – the end-of-level guardian on Level Six. Even with all those extra weapons, you'll find him tough to beat!**

**(Below) Up against the first end of level guadian – keep on blasting!**



### RELEASE BOX

| | | |
|---|---|---|
| **AMIGA** | Price TBA | IMMINENT |
| **C64/128** | Price TBA | IMMINENT |
| No other versions planned | | |

### AMIGA VERSION

Terrific graphics, good sound and great gameplay combine to make this one of the most compulsive shoot-em-ups to have appeared for a long time. Whenever you feel like some mindless blasting, this is the one to boot up.

| | | | |
|---|---|---|---|
| **GRAPHICS** | **9** | **IQ FACTOR** | **1** |
| **AUDIO** | **7** | **FUN FACTOR** | **9** |

**ACE RATING 887**

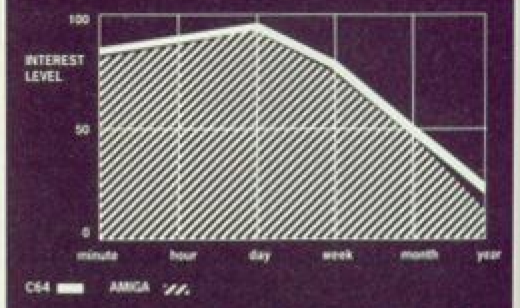
### C64 VERSION

Completely different to the Amiga version. It's a horizontally-scrolling shoot-em-up sure enough, but the aliens and their attack patterns are completely different. Still a great game though.

| | | | |
|---|---|---|---|
| **GRAPHICS** | **9** | **IQ FACTOR** | **1** |
| **AUDIO** | **8** | **FUN FACTOR** | **9** |

**ACE RATING 894**

### PREDICTED INTEREST CURVE



**Instantly addictive and challenging enough to keep you playing for a long time.**

# CUSTODIAN

## HEWSON on their guard

**WAY** back in the olden days when programmers were still trying to deal with 'attribute clash' on the Spectrum, Chris Hinsley wrote *Pyjamarama* and changed arcade adventuring forever. Now he's been let loose on 16-bit machines and, in tandem with Nigel Brownjohn, has produced Hewson's latest blast-em-up.

Alien tombs are evidently colourful places, because that's where the action takes place. The tombs have been invaded by parasites that are draining energy. Your task is to collect and destroy pods in the three levels of the tombs, while battling off numerous alien attackers.

Each tomb level is a large, two-dimensional, multi-directional scrolling area – much of it peppered with obstacles. Flying around is simple enough but there's a constant swarm of aliens for company. Aliens have different behaviour patterns, so there are ten types of weapon for dealing with them. These weapons come in various strengths, shoot in different directions and even include smart bombs, homing missiles and ejectable laser turrets.

The weapons systems have to be paid for with points, at silos dotted around the tomb. Points also have to be exchanged to use teleport silos, but at least the silos give you energy in return. When a pod is collected it must be taken to a special chamber where it has to be shot: miss it, and it will have to be collected again. While all this is going on the tomb's energy level is being sapped, so it's important to complete the job as swiftly as possible.

It's frantic stuff, beautifully depicted. What keeps it fresh are the variety of weapons and aliens encountered. Hardly a classic, but it has many great moments to savour.

● Bob Wade

### AMIGA VERSION

Smooth scrolling, lovely backdrops, nasty aliens and spiffy sound effects. It can sometimes be a little tough to see what's happening, but that is virtually a gameplay feature.

| | | | |
|---|---|---|---|
| **GRAPHICS** | **8** | **IQ FACTOR** | **2** |
| **AUDIO** | **7** | **FUN FACTOR** | **8** |

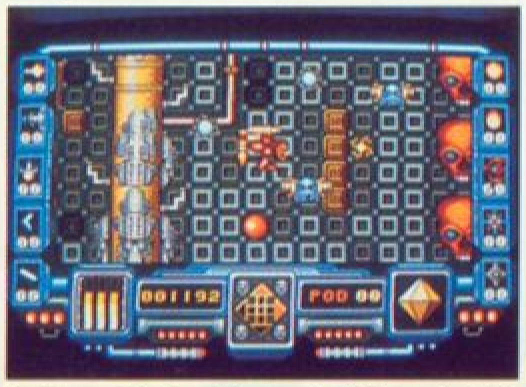
**ACE RATING 781**

### ST VERSION

Graphics and sound near-as-dammit the same as the Amiga, and identical gameplay.

| | | | |
|---|---|---|---|
| **GRAPHICS** | **8** | **IQ FACTOR** | **2** |
| **AUDIO** | **7** | **FUN FACTOR** | **8** |

**ACE RATING 781**



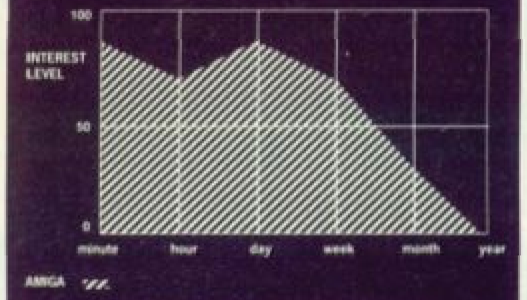
**Amiga – You're the red flying whatsit thingy. To the right is a pod, spitting out blue sucker-spheres that drain energy.**

### RELEASE BOX

| | | |
|---|---|---|
| **ATARI ST** | £19.99dk | OUT NOW |
| **AMIGA** | £19.99dk | NOW |

8-bit versions under development

### PREDICTED INTEREST CURVE



**There is variety in the blasting, but it won't sustain the interest for too long.**

# GI HERO

## FIREBIRD send you on a recovery mission

**SPIES** are nasty pieces of work at the best of times, but when they start handing over stolen peace documents to the enemy they can be a real pain in the neck. What's needed in this situation is a hero, someone who is not scared to charge into heavily-defended enemy territory and bring those documents back. That someone, my friend, is you.

Just to complicate matters, the equipment you were supplied with has suffered slight damage after an impromptu parachute drop. Worse still, faithful hound and all-round wonder-dog Killer has run off because he was scared.

The real action takes place in the bottom half of the screen and is viewed side-on. To complete the game you'll have to accomplish certain tasks in order, details of which are relayed in code via a satellite link-up. To decode the messages you must switch on the cipher machine, and follow the clues. There is a drawback though: the cipher machine (and any other equipment) costs energy to use, and energy is strictly limited.

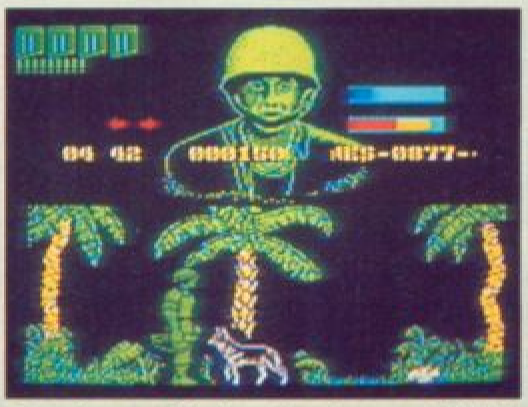
Being shot at by the enemy also uses energy, and shooting back at them uses ammunition, although that's not so much of a worry because you can discard used magazines and collect full ones that are lying around on the floor. Once Killer is found (follow the beacon signals) he'll maul any enemy guards who happen to wander onto the same screen as you.

*GI Hero* is definitely one for mapping fans. It's varied enough to keep you playing but takes a while and a bit of thinking to get into.

● Andy Smith

### RELEASE BOX

| | | |
|---|---|---|
| **SPEC 128** | £7.95cs | OUT NOW |
| **AMSTRAD** | £8.95cs • £14.95dk | OUT NOW |
| **C64/128** | £9.95cs • £12.95dk | IMMINENT |



**Spectrum - You've found your faithful friend Killer, so go solve the next puzzle.**

### SPECTRUM VERSION

To avoid attribute clash, the border system used in *Dark Sceptre* is employed again. Sound effects are good – gun shots especially – as is the music. The game isn't bursting with action, but it is fun to play and will take a while to complete.

| | | | |
|---|---|---|---|
| **GRAPHICS** | **8** | **IQ FACTOR** | **4** |
| **AUDIO** | **7** | **FUN FACTOR** | **7** |

**ACE RATING 702**

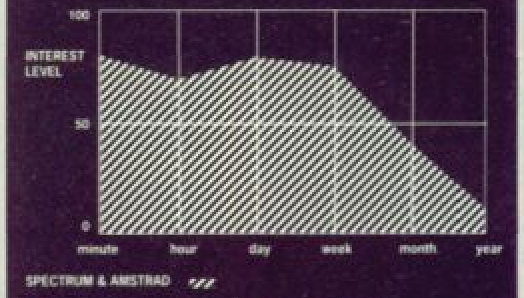
### AMSTRAD VERSION

Almost exactly the same as the Spectrum version, which is a shame because more colours could have been used. Still, it's just as playable.

| | | | |
|---|---|---|---|
| **GRAPHICS** | **7** | **IQ FACTOR** | **4** |
| **AUDIO** | **6** | **FUN FACTOR** | **7** |

**ACE RATING 702**

### PREDICTED INTEREST CURVE



**A tough but enjoyable game, likely to be of particular interest for mapping fans.**

# WEC LE MANS

## 24

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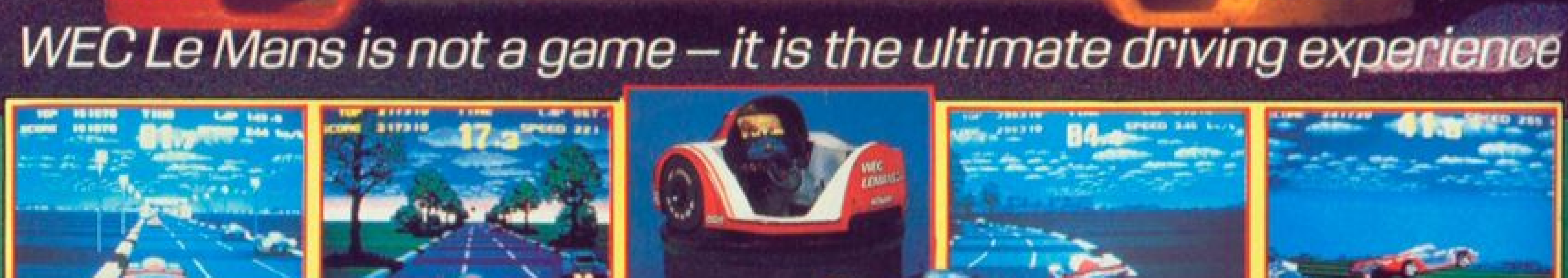
Shell
Shell
DUNLOP
DUNLOP
DUNLOP

*WEC Le Mans is not a game – it is the ultimate driving experience*



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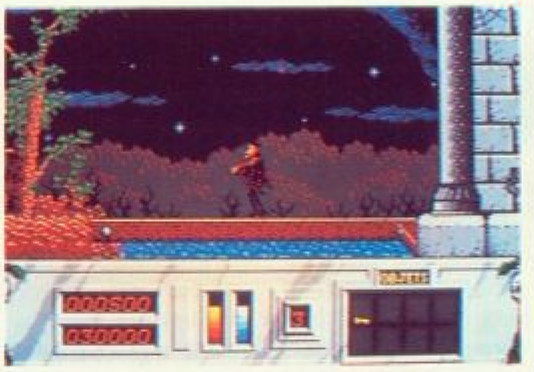
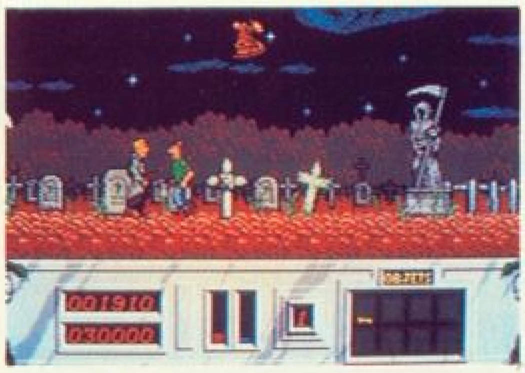


**The Prince of Darkness, Dracula himself, caught in the act of shape-changing...**



**...into a bat, so that he can fly across water that would otherwise kill him.**

# NIGHT HUNTER

## UBI SOFT sink their teeth in...

**BLOOD** is a strange thing: people only start worrying about it when there's a very good chance of losing it. This explains why blood-sucking vampires aren't exactly the most popular sorts to have as neighbours. In their efforts to quell the vampires' evil reign, the humans have acquired six holy medallions which sustain the precarious balance between good and evil...

In *Night Hunter*, the player is given the chance to indulge in a little evil-doing for a change, by taking control of the ancient Count Dracula in his final attempt at world domination. Starting from his wooden resting place in the Transylvanian castle, the Count intends to track down and steal all the medallions. With the world in chaos, he can then continue terrorising the population in safety.

The Count's efforts are portrayed over 30 flick-screen levels, totalling 600 locations (some 200 different screens). Dracula negotiates castles, villages, graveyards and rural landscapes and must gather eight objects – three parchments and five keys – in order to progress. Keys allow entry to locked rooms on the same level, while the parchments unlock the final door: a blue and red portal that gives access to the next level.

Dracula is constantly beset by vampire-hunters recruited by equally ancient Professor Van Helsing, who himself appears at the end of each level. All manner of assailants appear wielding holy water, silver balls, arrows and the ever-popular wooden stake in their efforts to rid the vampire of his energy, and thus his life.

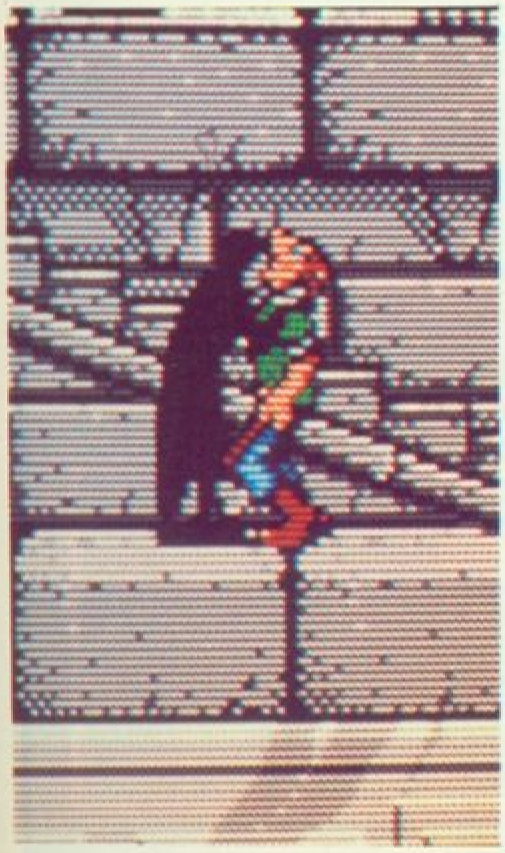
A flick of the joystick turns the Prince of Darkness into a werewolf or, unsurprisingly, a bat. The lycanthrope possesses the ability to hit his enemies, while the bat incarnation allows Dracula to avoid stretches of otherwise fatal water. Both physical forms are a severe drain on his energy supply, however, and can only be used for short periods at a time, as denoted by a diminishing bar.

The Count's dwindling energy supply can be recouped by sucking the blood of the human vampire hunters, accompanied by a suitable sampled glugging noise. The poor unfortunate recipient of the creature's advances finally drops to the floor in a fleshless heap of bones.

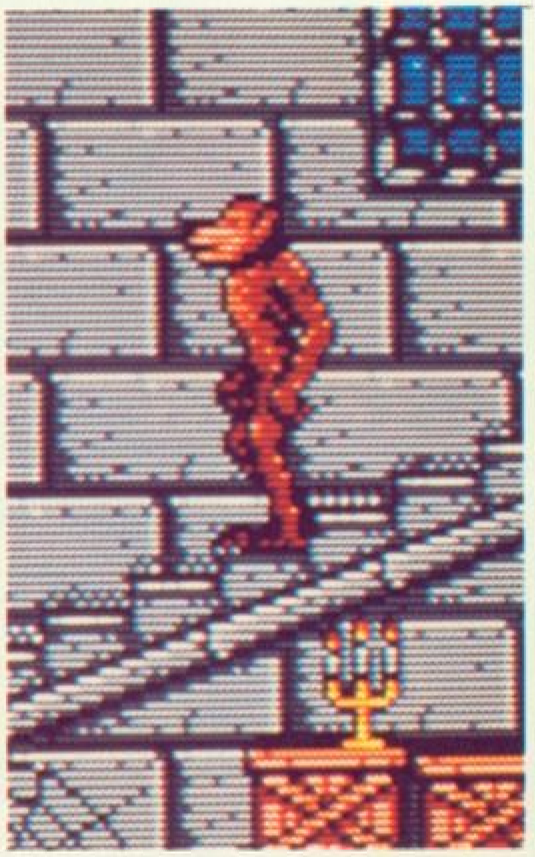
Dracula's mission tends toward the tricky side right from the outset, and it's annoying that death sends him back to the very start of each level. Patience and persistence soon pay off, but the urge to complete all 30 levels could wear off after a while.

● Steve Jarratt

**Toothsome: sucking blood from a victim.**



**Fang: the Count in werewolf incarnation.**



### ST VERSION

The ST is pretty adept at flick-screen arcade adventures, and *Night Hunter* is up amongst the best of the genre. The visuals are extremely attractive, with a variety of colourful, detailed backdrops and neatly-animated characters. Sound is pretty minimal, but used to atmospheric effect – twittering grasshoppers, that sort of thing.

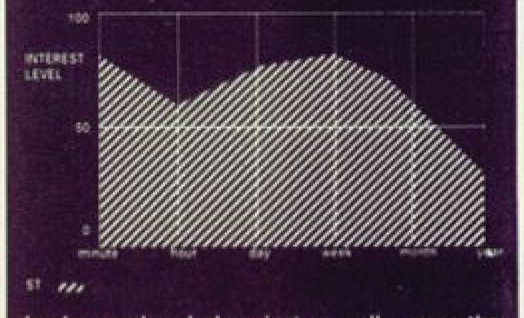
| | | | |
|---|---|---|---|
| **GRAPHICS** | **8** | **IQ FACTOR** | **4** |
| **AUDIO** | **6** | **FUN FACTOR** | **7** |

**ACE RATING 810**

### RELEASE BOX

| | | |
|---|---|---|
| **ATARI ST** | £19.99dk | OUT NOW |
| **AMIGA** | Price TBA | IMMINENT |
| **SPEC 128** | Price TBA | IMMINENT |
| **AMSTRAD** | Price TBA | IMMINENT |
| **C64/128** | Price TBA | IMMINENT |
| **IBM PC** | Price TBA | IMMINENT |

### PREDICTED INTEREST CURVE



Looks good and plays just as well – once the initial teething troubles are overcome.

# BASEBALL

## Are NINTENDO in the right ballpark?

**ALL** the features of the popular American game are faithfully represented in Nintendo's latest sports simulation, from the pitcher's mound in the centre of the diamond, to the strange visual signals of the referees.

One or two players can participate, and both teams play through nine innings per match with control divided between batting and pitching. The batter can be moved around the batting area to line up for a hit, and is made to swing his bat with a jab of the fire button; the pitcher has a choice of four throws (fast, slow, screw and curve), and is made to release the ball by pressing fire.

Contact between bat and ball is simply a matter of timing – although getting a good hit isn't as dependent on split-second reactions as it is in other games of this sort. Once the ball is in the air, the batter automatically sets off around the diamond while the fielding team attempt to catch or collect the ball; the fielding player may then select which base to throw the ball to. All other aspects of gameplay, such as catching, tagging and making runs are carried out by the computer.

*Baseball*'s graphics are adequate for the game style, with small but clear sprites. Gameplay is smooth enough but there are annoying delays when playing against the computer, and the game as a whole may prove to be a bit on the slow side for those that like to get on with the action.

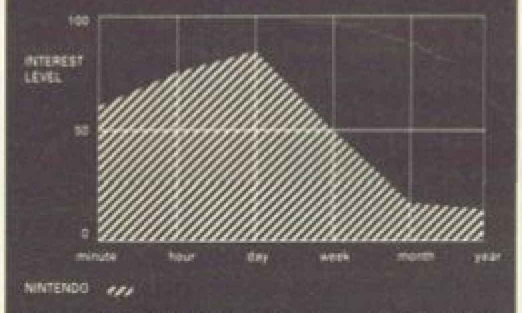
Competing solo proves to be the worst option because of the random factors introduced – the computer varies between totally useless and amazingly brilliant, and always pulls it out of the bag in the last few innings. Two player mode is *Baseball*'s real strength, but the limited amount of game strategy still only provides short term interest.

● Steve Jarratt

| RELEASE BOX | | |
|---|---|---|
| **NINTENDO** | £24.95crt | OUT NOW |

**GRAPHICS** 6 **IQ FACTOR** 7
**AUDIO** 4 **FUN FACTOR** 7
**ACE RATING 624**

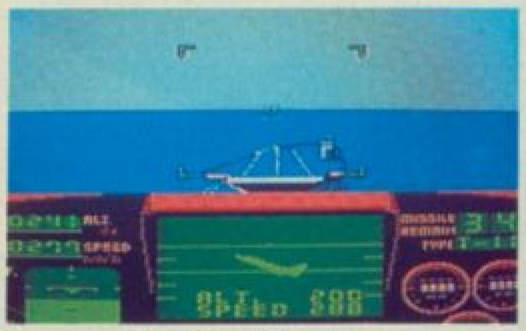
**PREDICTED INTEREST CURVE**



A reasonable rendition of the sport, but limited in variety and strategic options.

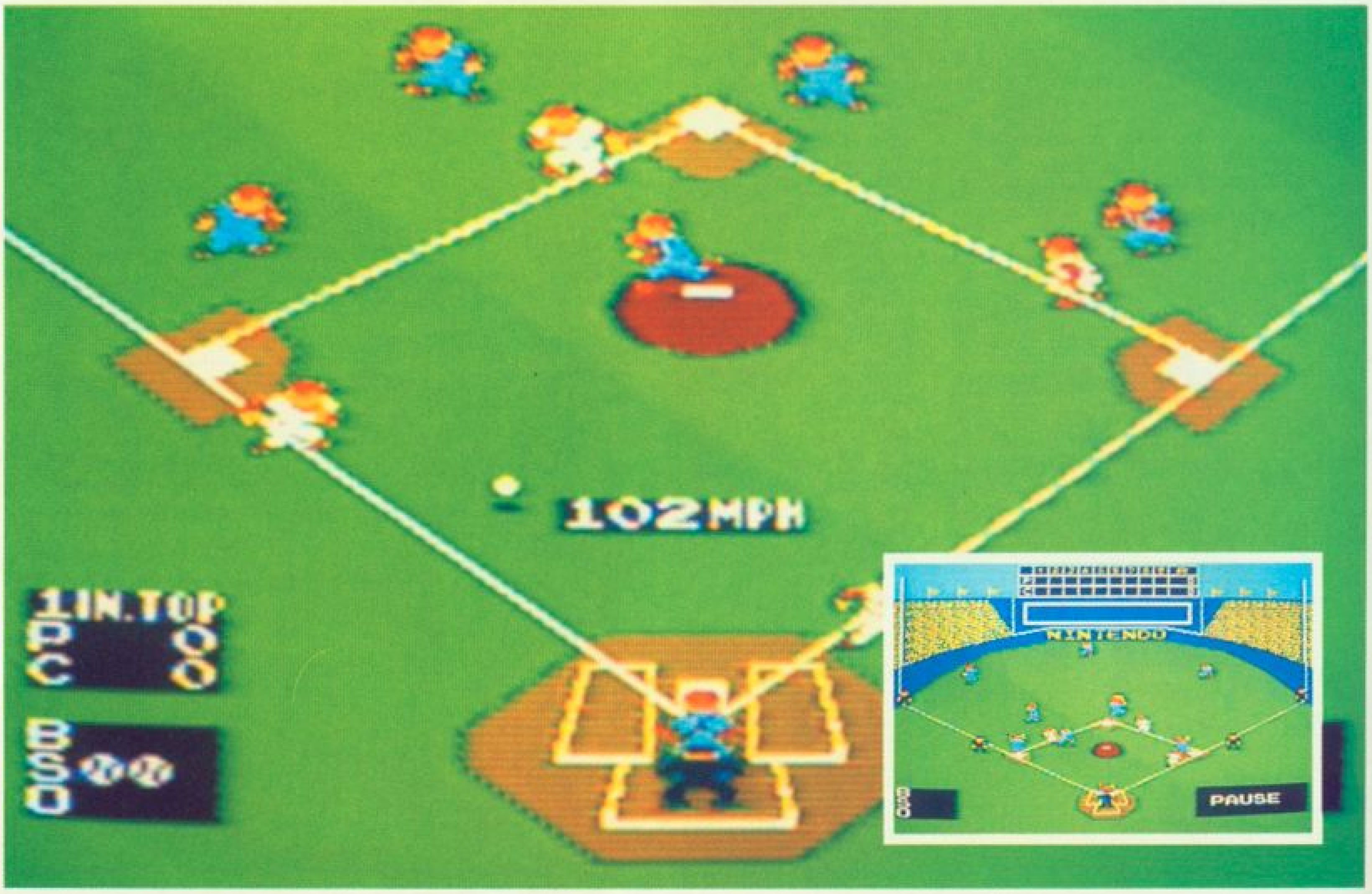
**KONAMI'S** Top Gun is the home version of their arcade coin-op – a machine that is virtually unknown in this country. Clambering into the cockpit of a US Navy F-14, the player is charged with repelling an all-out assault by Russian forces over a series of four combat scenarios.

After air-to-air combat practice in the first stage, the $30m plane is thrown into a low-altitude air-to-sea attack against the enemy navy in which the carrier Minsk must be destroyed. Combat continues over Russian territory, with



**Heading for the US aircraft carrier Enterprise after a successful mission.**

**(Main pic) After a 102 mph delivery, the white player sets off around the diamond. (Inset) An overhead view of the pitch as the blues scurry after the ball.**



# TOP GUN

## Tom Cruise simulator from KONAMI

the plane running the gauntlet of tanks and gunship helicopters. Only the enemy's huge fortress headquarters gets in the way before the final confrontation in space against a threatening Russian satellite base. (How a jet-powered F-14 fares in a vacuum is anyone but the Sunday Sport's guess...)

Between stages the F-14 is recalled to the US carrier Enterprise where it must be safely piloted down onto the deck – a failed landing wrecks one of the player's three planes.

Weaponry includes a machine gun with unlimited ammo, plus a selection of three types of missile chosen at the start of each mission. The more powerful the missile, the fewer there are available, so the decision must be made to weigh quantity versus effectiveness against larger targets.

As fuel is naturally used up during the mission, the plane may be refuelled by calling a tanker plane once during each sortie. Correctly guiding the fuel line into place using the radar screen sees the tanks refilled; an unsuccessful refuel leaves the plane running on empty – with inevitable consequences.

*Top Gun* is visually sparse, but the enemy sprites are extremely effective – especially in the air-to-air combat. Combined with decent sound effects and the varied and entertaining action, this latest Konami release is bound to appeal to all shoot-em-up addicts.

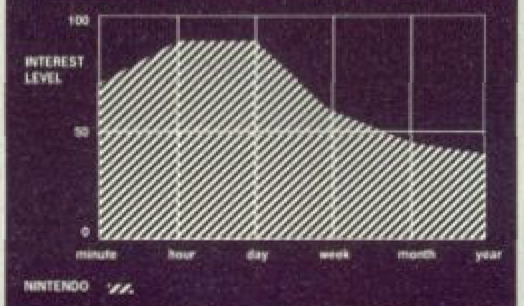
● Steve Jarratt

| RELEASE BOX | | |
|---|---|---|
| **NINTENDO** | £29.95crt | OUT NOW |

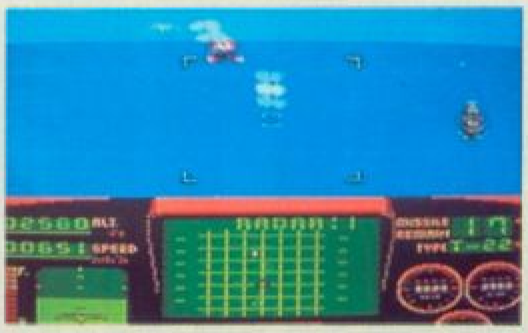
| | | | |
|---|---|---|---|
| **GRAPHICS** | **8** | **IQ FACTOR** | **5** |
| **AUDIO** | **8** | **FUN FACTOR** | **8** |

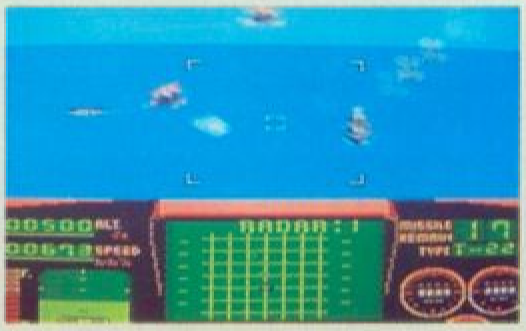
**ACE RATING 808**

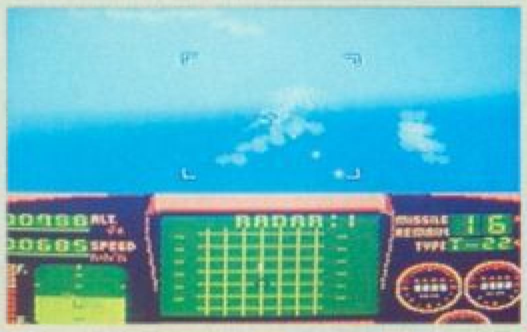
**PREDICTED INTEREST CURVE**

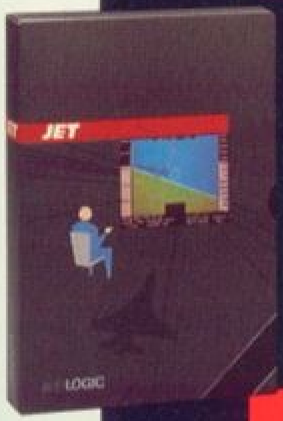
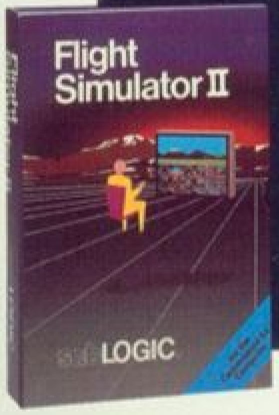


**Straightforward shoot-em-up that looks good, plays well and has plenty of action.**


**(Above) In flight above the ocean, the Russian fleet appears over the horizon.**


**(Middle) A sub surfaces at 11 o'clock, so it's time to launch a missile and (Below) blow it out of the water.**

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# SHORT AND SWEET

## TURBO TRAX

■ **Microdeal, Amiga version reviewed, 24.95dk.**

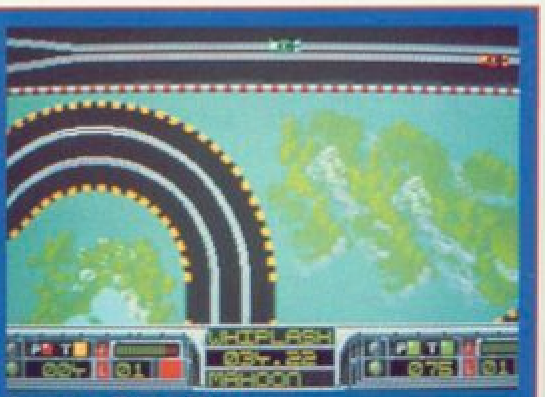
Leisure Genius were responsible for the official *Scalextric* computer game, but Microdeal have produced a viewed-from-above car driving game with more than a passing resemblance to the toy.

The program comes complete with five pre-designed courses and a design program that allows you to create your own circuits, in much the same fashion as clicking together those bits of track.

To keep racing (against either the computer or a friend) you have to keep your car in the centre of the power supply that runs along the track (you'll incur a time delay if you don't) and this is where the problems start. You have to move the joystick around in the direction of the circuit, which gets to be annoying.

Quite apart from the control problem, the graphics are nothing special, particularly because the sprites are too small, and the sound effects are somewhat limited too. *Turbo Trax* is a nice, if unoriginal, idea but the gameplay lets it down. Still, the design option should keep fans of the toy going for a while.

● Andy Smith



**Amiga – *Turbo Trax*.**

**GRAPHICS 6 IQ FACTOR 4**
**AUDIO 5 FUN FACTOR 7**
**ACE RATING 362**

## FAST BREAK

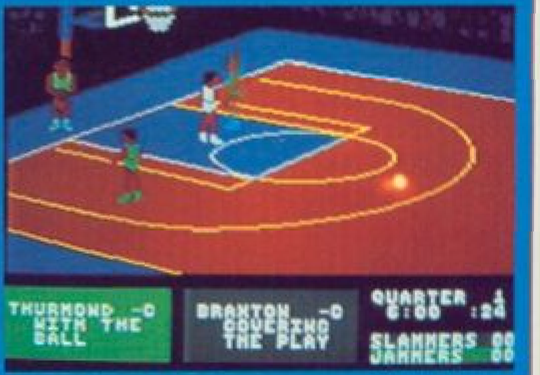
■ **Accolade, C64 version reviewed, £9.95cs £14.95dk.**

The Slammers and the Jammers star in this one or two player basketball sim that keeps the pace hot and the action exciting. Pick your team members (the various players available all have peculiar characteristics), decide the plays and go for those baskets!

The standard 'player nearest the ball is the one you control' formula is adopted and your current player is highlighted (you can switch between players at a flick of the fire button). As you move around the court the player dribbles the ball automatically. Then it's a case of avoiding the opposing team members and shooting at goal. As a fast-moving sports sim it's a lot of fun.

It's slightly annoying that the court is split in two and the screen flips every time you cross the centre line, but the graphics and animation are fine otherwise. It's a well put together basketball sim that you'll find entertaining for some time (even if you're not a great fan of the sport). Of course, it's even more fun when you play against a friend.

● Andy Smith



**C64 – *Fast Break*.**

**GRAPHICS 7 IQ FACTOR 4**
**AUDIO 5 FUN FACTOR 8**
**ACE RATING 739**

## A QUESTION OF SPORT

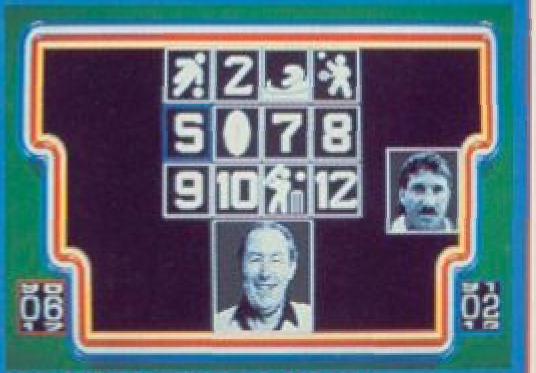
■ **Elite, Atari ST version reviewed, £19.95dk.**

ERR, Extrornery...quite, quite, remarkable! Ah, good ol' Dave Coleman, don't ya just love him? Still, love him or hate him, he's one of the Beeb's most popular commentators and host of the wonderful sporting quiz programme, A Question of Sport. Now, following a board version, Elite give us the chance to play the game at any hour of the day.

There are six rounds to the game including all the favourites like 'What happened next?' and 'Home or Away'. Choose your team members, decide whether you'd like to play against the computer or a friend, pick your specialist subjects and you're off. A speech bubble appears above David's head, which all the questions scroll through – all about sport, of course, no general knowledge – and all you have to do is answer them correctly.

If you love this kind of trivia game, especially the sporting ones, you'll find *A Question of Sport* highly entertaining. All the favourite bits of the TV programme are faithfully reproduced, down to the Coleman running commentary, and the digitised mug shots of the various celebs are fun too.

● Andy Smith



**Atari ST – *A Question of Sport*.**

**GRAPHICS 8 IQ FACTOR 7**
**AUDIO 3 FUN FACTOR 7**
**ACE RATING 672**

# MOTOR MASSACRE

## ■ Gremlin, Spectrum version reviewed, £7.99cs £14.99dk.

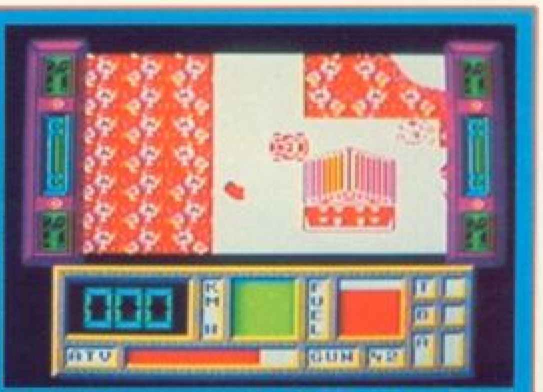
The world of the future is short of food, so the evil Dr A Noid has started pumping out a synthetic foodstuff that turns out to be addictive. It's down to you to confront the Doc and tell him where to get off.

Finding him involves driving around several cities in your ATV (Armoured Tactical Vehicle) collecting food and fuel with which to survive, and hopefully tracking down a special pass in each city. This pass will take you into the arena to enter a manic demolition derby where you must ram enemy cars to destroy them, and so eventually progress to the next city.

Collecting objects involves driving the ATV into a building and then leaving the vehicle so that you can wander around corridors, avoiding nasties and collecting bits and pieces that you should hopefully be able to trade in for car repairs and the like.

This is a nice idea with plenty in favour of it, but unfortunately the whole thing is poorly executed. The gameplay is something of a disappointment and you will have to be very determined to get anywhere near completing the game.

● Andy Smith



**Spectrum** - ***Motor Massacre.***

| | | | |
|---|---|---|---|
| **GRAPHICS** | **5** | **IQ FACTOR** | **3** |
| **AUDIO** | **3** | **FUN FACTOR** | **5** |

**ACE RATING 412**

# K DALGLISH SOCCER MANAGER

## ■ Cognito, Atari ST version reviewed, £19.95dk.

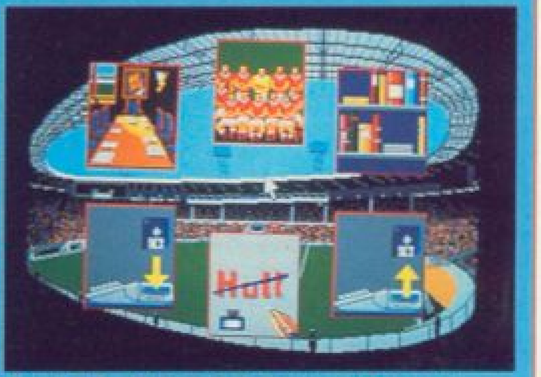
Liverpool have just lent their name to a game produced by Grand Slam, but the manager has endorsed this one all by himself. It follows in the fine tradition of soccer strategy games like *Football Manager* and *Football Director*.

The management of the team involves dealing with both the financial side and the playing side. There are six people you can go and see – chairman, bank manager, scout, physio, accountant and coach. The one that needs to be visited most often is the scout because this is where players can be found to improve the team.

The team takes part in the League and both Cup competitions – starting, as ever, in the Fourth Division. You can alter the formation the team plays in to suit the players in the squad. The highlight sequences are slow and poor, but can be left out. The strategy element is strong but, if anything, it's too easy to win.

It doesn't add anything to the genre of management games, but it's competent, and will suffice for anyone who hasn't got one already. Then again it might be worth waiting for the Liverpool game.

● Bob Wade



**Atari ST** - ***K Dalglish Soccer Manager.***

| | | | |
|---|---|---|---|
| **GRAPHICS** | **2** | **IQ FACTOR** | **6** |
| **AUDIO** | **1** | **FUN FACTOR** | **3** |

**ACE RATING 522**

# TITAN

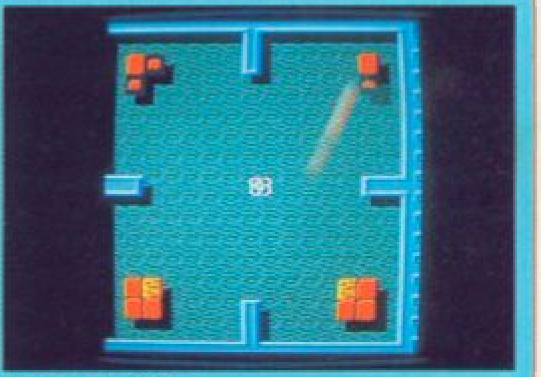
## ■ Titus, Amstrad version reviewed, £9.99cs £14.99dk.

It might seem as though all the possible variations on the *Breakout* theme had already been explored, but those canny French have come up with another one. Instead of showing single screens, one at a time, they've let the ball loose in large scrolling areas.

The idea is still to destroy blocks but the tactics required are different. Instead of a bat you control a cursor which can move anywhere on the play area. The screen scrolls with the cursor, leaving the ball to do its own thing wherever it is. The scrolling is very fast and intense viewing might just turn a few stomachs. The cursor deflects the ball, sure enough, but it is not at all easy to persuade the ball to go where you want it.

As well as one-hit blocks there are blocks that require multiple hits. As the levels progress there are other features introduced – aliens that kill the ball or cursor, one-way passages for the cursor and blocks that become impassable after going through them a few times. This puzzle element makes the game interesting but only for the first time you play each new level.

● Bob Wade



**Amstrad** - ***Titan.***

| | | | |
|---|---|---|---|
| **GRAPHICS** | **4** | **IQ FACTOR** | **4** |
| **AUDIO** | **2** | **FUN FACTOR** | **6** |

**ACE RATING 677**

# RAMBO III

## ■ Ocean, Atari ST version reviewed, £19.95dk.

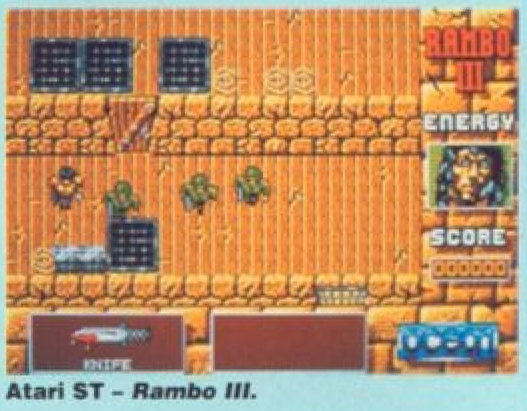
He's on the loose again – this time striking fear, and steel, into the hearts of the Soviets in Afghanistan. The world's highest-paid xenophobe is trying to rescue his personal guru Colonel Trautman from the torturing hands of those naughty reds. It takes the form of a three part arcade adventure and shoot-em-up.

In the first part, the Colonel has to be released from a large fort. In Part Two he has to escape and then get across the border in Part Three. The first two sections involve searching for objects and exploring the fort. There are some little puzzles to solve and endless numbers of guards to be disposed of using a knife, arrows or machine gun.

Reminiscent of *Into the Eagle's Nest*, it is not as nice graphically but has more in the way of searching and puzzling to do. One odd switch is that the third stage is played using the mouse, which controls a cursor for shooting enemy forces as they charge towards you. However, this blasting action can only be reached by going through the first two stages.

Not a spectacular game, but there is certainly more to it than the first *Rambo* game.

● Bob Wade



**Atari ST** - ***Rambo III.***

| | | | |
|---|---|---|---|
| **GRAPHICS** | **6** | **IQ FACTOR** | **4** |
| **AUDIO** | **5** | **FUN FACTOR** | **5** |

**ACE RATING 649**

# RACK 'EM

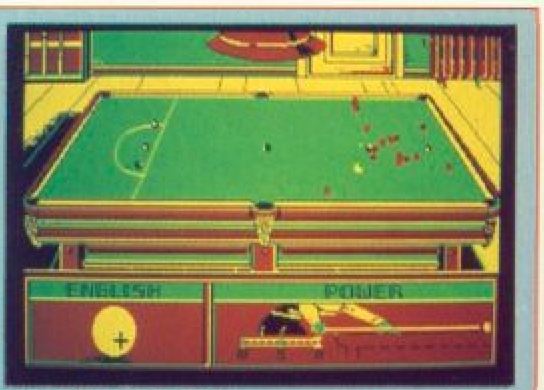
**■ Accolade, IBM PC version reviewed, £24.95dk.**

Continuing the long line of green baize games, Accolade's *Rack 'Em* includes both snooker and pool, with options for playing trick shots, saving the last shot played to disk, and customizing games to house rules.

A normal overhead view of the table appears with which to set up each shot, this being achieved using cursors in the now-standard fashion. The view then switches to a low angle, and an animated player appears to initiate the shot. Some skill is required in the timing, whereby pressing fire at the moment that the cue tip hits the white ball results in a more strength-effective shot. Each shot is accompanied by text, so that CGA users can tell the coloured balls apart. Obviously, EGA users reap the benefits of the added colours.

Movement of the balls is pretty realistic although the accompanying sound effects are not. Effecting shots is smooth and uncomplicated, and so the sole disappointing aspect of *Rack 'Em* is the omission of a computer opponent. Players are thus forced to play solo or find an enthusiastic human opponent.

● Steve Jarratt



**IBM PC – *Rack 'Em*.**

| | | | |
|---|---|---|---|
| GRAPHICS | 7 | IQ FACTOR | 5 |
| AUDIO | 5 | FUN FACTOR | 6 |

**ACE RATING 708**

# TIGER ROAD

**■ Capcom, Amstrad version reviewed, £9.99cs £14.99dk.**

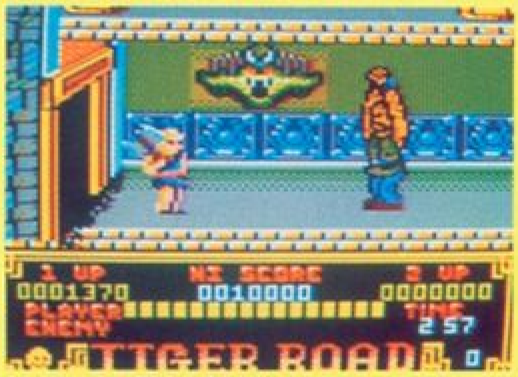
Continuing the unceasing flow of Capcom conversions comes *Tiger Road*, in which axe-wielding good guy Lee Wong sets out to rescue a group of village children taken prisoner by the evil Ryu Ken Oh. Unless Mr Wong succeeds, Mr Oh is going to brainwash them all into becoming soldiers in his army – the fiend!

Lee Wong is tasked with hacking his way past Ken Oh's entourage, including Samurai warriors, giants, trolls and flying dragons. As Lee enters Ken Oh's domain he also has to negotiate a variety of physical hazards, smashing or leaping over approaching boulders.

Along the way, there are scrolls and pots to collect for a bonus score, and Lee Wong can change his large axe for a sword or oriental yo-yo of death by smashing urns which adorn the rooms and corridors.

The Amstrad version is colourful, if slightly chunky, and quite comfortable in use. However, the strategic aspect is severly underplayed, and it's quite often a question of pressing fire like crazy, or simply jumping out of the way. It's fun for a while, but not likely to cause much of a stir among devotees of the genre.

● Steve Jarratt



**Amstrad – *Tiger Road*.**

| | | | |
|---|---|---|---|
| GRAPHICS | 5 | IQ FACTOR | 3 |
| AUDIO | 6 | FUN FACTOR | 6 |

**ACE RATING 515**

# SPITTING IMAGE

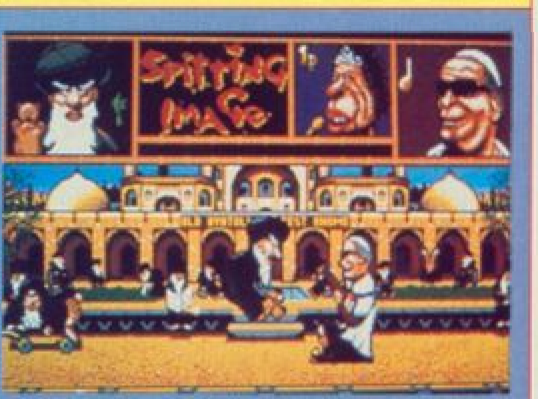
**■ Domark, Atari ST version reviewed, £19.95dk.**

The infamous satirical Central TV show based on the puppets of Fluck and Law has finally given rise to a computer game featuring the six most popular characters (plus the Queen as referee). Taking control of one of the world leaders, the aim is simply to destroy the credibility of the other five by beating them up.

Each leader carries out punches and kicks, and has his own range of individual movements, such as the Pope releasing a boxing nun from under his vestments, or Ronald McReagan spraying his opponents with the contents of a tomato ketchup holder. Each combatant also has a sidekick who he can call upon during the bout. From then on a small character frequently appears and attacks the opposition.

The graphics on the ST are quite wonderful, from the detailed backdrops to the partially-animated caricatures and the fully-animated sprites. Everything is dead smooth and humorously implemented. Unfortunately, the gameplay is more in the rolling demo league: as a straightforward combat game it fails miserably, and any novelty value soon wears right off.

● Steve Jarratt



**Atari ST – *Spitting Image*.**

| | | | |
|---|---|---|---|
| GRAPHICS | 9 | IQ FACTOR | 3 |
| AUDIO | 5 | FUN FACTOR | 4 |

**ACE RATING 378**

# VICTORY ROAD

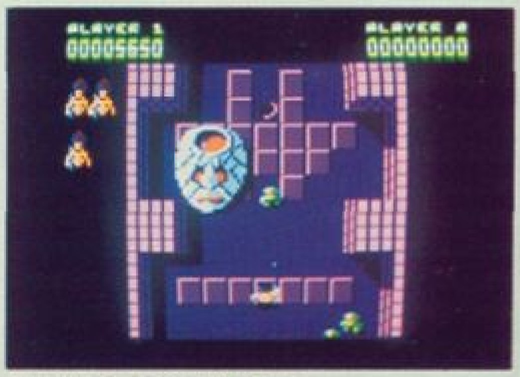
**■ Imagine, Amstrad version reviewed, £8.95cs £14.95dk.**

In a similar mould to Imagine's previous SNK conversion, *Guerrilla War*, *Victory Road* sets a solo player off on a vertically-scrolling journey through a strange and hazardous landscape on a none-too-clearly defined mission. Starting off on the 'stairway to heaven', the player must repel attacks from a range of weird creatures, including vampires and two-headed demons.

The player's armoury includes a single-shot blaster and grenades, although extra weaponry is obtained by picking up icons lying around the floor, or hidden under destructible blocks. The blaster can thus be exchanged for a powerful flame thrower, and temporary shields may be installed. At intervals throughout the landscape, trapdoors and elevators draw the player into underground sections where large alien-spewing creatures must be defeated to continue.

Thankfully, comparisons to *Guerrilla War* only go as far as the game style: the graphics are far more detailed and more colourful, the scrolling is smoother, and the gameplay is far more entertaining. *Victory Road* isn't a great game, but fans of the arcade game won't be too disappointed.

● Steve Jarratt



**Amstrad – *Victory Road*.**

| | | | |
|---|---|---|---|
| GRAPHICS | 6 | IQ FACTOR | 2 |
| AUDIO | 5 | FUN FACTOR | 7 |

**ACE RATING 642**

# NO EXCUSES

**■ Arcana, Amiga version reviewed, £19.95dk.**

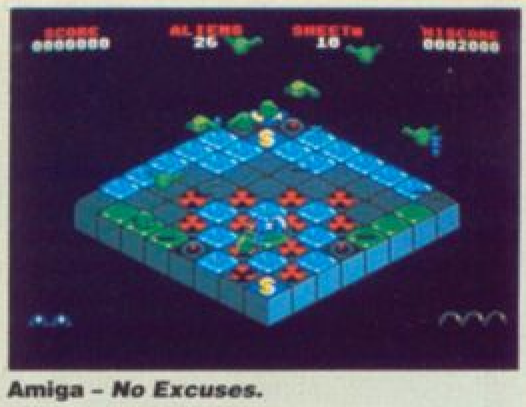
Survival in the land of *No Excuses* is not easy – life is lived on a grid suspended in the middle of space, and strange green alien creatures hurl bombs down from above.

The greenies patrol the airspace above the grid, following flight paths that take them along the columns or down the rows, moving closer to the floor after making each pass along or across the grid. As they move, they cast shadows and a fair degree of spatial awareness is needed to work out where exactly the patrolling monsters are, while coping with the other hazards – colliding with a low-flying monster costs a life unless the one-per-level protective shield is activated. The player controls a spider-like creature that fires forwards and up at the same time, can turn on its axis and walk forwards.

The grid is made of blocks with a variety of properties, modified by the bombs dropped from the skies. Jelly blocks, for instance, disappear after they're stood on, ice blocks create a one-way slide. A construction kit allows you to design custom levels.

Once the controls are mastered, play is mind-twisting over the fifty levels. A fun game.

● Graeme Kidd



**Amiga – *No Excuses*.**

**GRAPHICS 7 IQ FACTOR 8**
**AUDIO 5 FUN FACTOR 7**
**ACE RATING 768**

# DEF CON 5

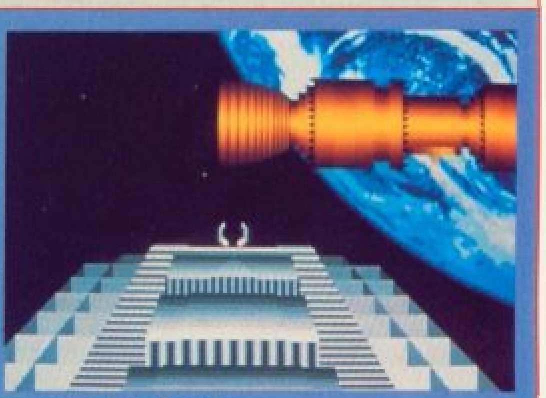
**■ Cosmi, Amiga version reviewed, £24.95dk.**

One of the less impressive offerings in the current Cosmi range is *Def Con 5*, a Strategic Defence Initiative simulation which puts the player at the controls of a complex computer station, monitoring the surveillance and weapons systems at the heart of America's defence strategy.

Although purporting to be an 'extremely authentic simulation', in use the game is cluttered and unwieldy (Gawd help the Yanks if they have to go through this rigmarole every time a flock of birds appears on the radar screen). Once incoming missiles have been detected, an effort to intercept and destroy the enemy warheads is initiated. Numerous superfluous menu screens then have to be endured before real time arcade sequences begin representing the weapons in action – none of which are particularly entertaining or exciting.

The lack of playability is a major disappointment, when considering the smart digitised graphics and the potential of the subject matter. A polished and attractive game, but one which falls short in the playability stakes.

● Steve Jarratt



**Amiga – *Def Con 5*.**

**GRAPHICS 7 IQ FACTOR 4**
**AUDIO 3 FUN FACTOR 3**
**ACE RATING 340**

# GALACTIC CONQUEROR

**■ Titus, Atari ST version reviewed, £19.99dk.**

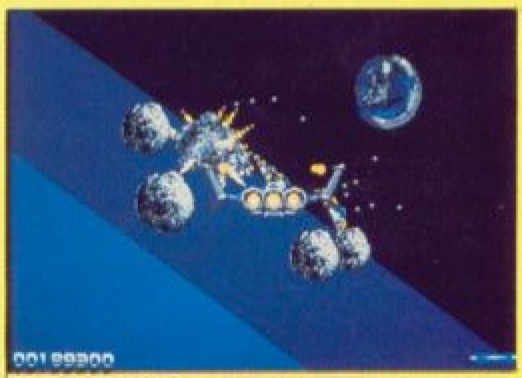
You're the only person that can save the universe from the alien invaders – as if thousands hadn't done the same against thousands of previous threats. Never mind, there's always some dumb alien force eager to get massacred in its millions.

The strategy part of the game is deciding which planets to defend against the alien horde. This is done on a map of the galaxy showing ally planets in blue and the enemy in red. If you attack a red planet in a group successfully it will have a knock-on effect on the rest of the planets nearby.

Each attack is in three stages, although they differ only slightly. These stages are just like *Afterburner* to play. There are plenty of things to blast away at – meteors, probes, fighters, mines and silos amongst them. Collisions damage the shields but most of the time you will have the upper hand.

Sparkling graphics add a lot to the presentation – excellent intro screens, smart sprites and spiffing explosions. Despite the claimed strategic element, the gameplay is repetitive and limited, so it will not grip you for long.

● Bob Wade



**ST – *Galactic Conqueror*.**

**GRAPHICS 8 IQ FACTOR 2**
**AUDIO 5 FUN FACTOR 8**
**ACE RATING 708**

# HELL BENT

**■ Novagen, Atari ST version reviewed, £19.95dk.**

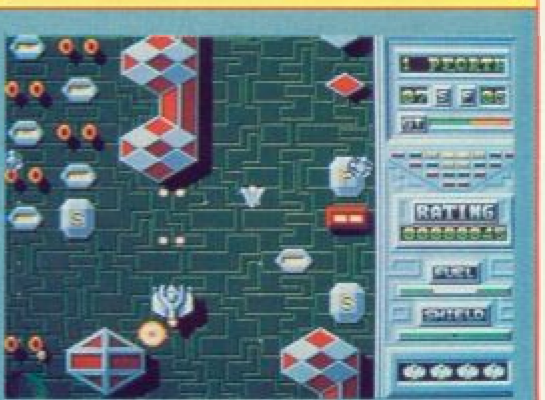
One of the big early games on the ST was *Goldrunner*, much heralded for its superfast scrolling but not too adventurous in gameplay. Surprisingly this one from Novagen is very similar in many aspects.

Firstly there's the rapid vertical scrolling through obstacles that do serious front end damage if hit. Next there's the task, which is to shoot enough ground obstacles to allow you to pass onto the next level.

While flying about, the ship uses fuel and loses shield energy from collisions with aliens. Both can be replaced by flying over the relevant icons. The fuel runs out fast, and it doesn't help that the icons can be destroyed by a careless shot.

On later levels the range of obstacles gets more complicated but it's so difficult and uninspiring that you may not make it that far. The only succesful way to play it seemed to be to go everywhere very slowly because at high speed scroll there's no time to react to anything. Not an impressive release for Novagen – *Damocles* should be infinitely better.

● Bob Wade

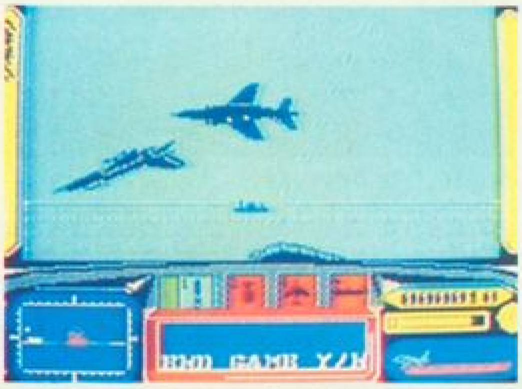


**ST – *Hell Bent*.**

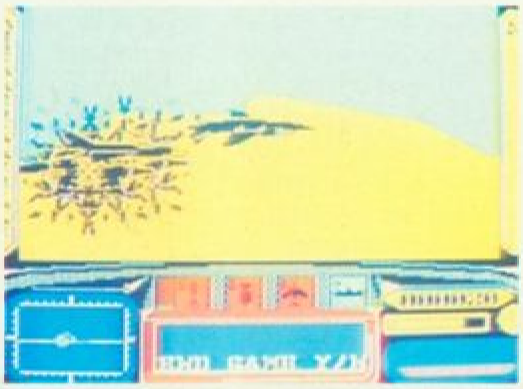
**GRAPHICS 5 IQ FACTOR 2**
**AUDIO 4 FUN FACTOR 4**
**ACE RATING 473**

# OPERATION HORMUZ

## Oh No! Not AGAIN AGAIN!



**Flying over the sea, headed towards the first enemy base.**



**Ka-boom! Making short work of an enemy plane as you approach the base.**

**THINGS** have been quiet in the Persian Gulf of late, but it's still a volatile place – which is presumably why new software house Again Again chose to set one of their first games there.

As a US pilot flying a McDonnell Douglas VTOL ground attack jet, launched from a carrier anchored in the Straits of Hormuz, your mission is to destroy seven enemy shore-based Exocet missile bases. Fortunately, the Big Mac is armed to the teeth with air-to-air and air-to-ship missiles plus a forwards-firing cannon and a whole mess of bombs. The bombs are the most important weapons, used to destroy a number of silos at each missile base in order to render the base harmless .

Not to say that the other weapons are useless: no sir, they're extremely handy for taking out the MiG fighters that protect the bases and for intercepting the Exocets that are occasionally fired toward your carrier.

Protecting the carrier is a major priority, because with every hit the ship takes one of your three planes is destroyed. When you're in flight and the on-board planes are lost, either get shot down or allow the carrier to get hit again and it's game over time.

*Operation Hormuz* is not an impressive start for Again Again. The control is bad and the game idea weak so lasting interest will be low. Let's hope their next releases are better.

● Andy Smith

### RELEASE BOX

| | | |
|---|---|---|
| **ATARI ST** | £19.99dk | OUT NOW |
| **AMIGA** | £19.99dk | To Follow |
| **SPEC 128** | £9.99cs | OUT NOW |
| **AMSTRAD** | £9.99cs | OUT NOW |
| **C64/128** | £9.99cs | OUT NOW |
| **IBM PC** | £24.99dk | OUT NOW |

### SPECTRUM VERSION

The sprites are poor and, despite attempts to make the game as colourful as possible, it's all too empty – rather like the sound effects.

| | | | |
|---|---|---|---|
| GRAPHICS | 6 | IQ FACTOR | 2 |
| AUDIO | 1 | FUN FACTOR | 5 |

**ACE RATING 326**

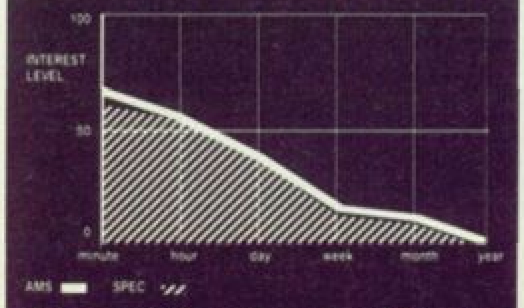
### AMSTRAD VERSION

Much more colourful than the Spectrum version and the sound effects are a vast improvement too. None of this helps the shallow gameplay though.

| | | | |
|---|---|---|---|
| GRAPHICS | 8 | IQ FACTOR | 2 |
| AUDIO | 7 | FUN FACTOR | 5 |

**ACE RATING 335**

### PREDICTED INTEREST CURVE



Poor gameplay mars what would otherwise be quite an average shoot-em-up.

# HYPERDOME

## EXOCET offering a token game

**FIVE** years at Federation space pilot training school may seem like apprenticeship enough to you and me, but the Federation bosses are a tough bunch. They insist that only the best will graduate, so they always make recruits undergo one final test – the Hyperdome – which they must survive to become a fully-fledged Federation fighter pilot, or die in the attempt.

Thus the scene is set for Exocet's third release, a side-viewed horizontally-scrolling shoot-em-up that puts you at the controls of the space fighter. As might be expected, the Hyperdome is full to the brim of nasties, both airborne and ground-based, that must be wiped out, although flying skills become just as important as shooting on the later levels, where there are moving lifts to avoid.

The destruction of a ground target leaves a token which you can collect to trade in for an extra weapon: the more tokens, the better the weapon. As you collect tokens, the weapon available is highlighted in a display on the right of the screen. Missiles, homing missiles, drones and shields are just a few of the goodies on offer. Lose one of your nine lives and you lose the weapon, though, so beware.

Exocet won't win any awards for originality with *Hyperdome*, but it's good-looking and playable stuff – in the short term.

● Andy Smith

### RELEASE BOX

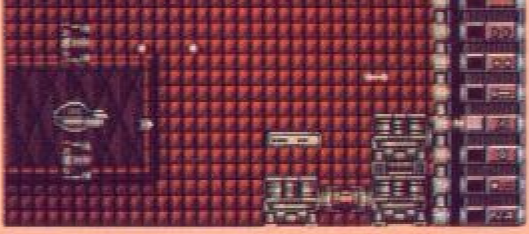
| | | |
|---|---|---|
| **ATARI ST** | £19.99dk | OUT NOW |
| **AMIGA** | £19.99dk | IMMINENT |

### ST VERSION

The graphics are great, especially the backgrounds, but the sound effects are nothing special. In a market already overloaded with shoot-em-ups it doesn't stand out from the crowd.

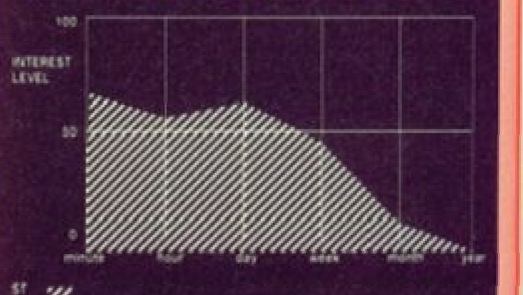
| | | | |
|---|---|---|---|
| GRAPHICS | 8 | IQ FACTOR | 1 |
| AUDIO | 7 | FUN FACTOR | 7 |

**ACE RATING 557**



**Blasting your way through Stage Two. Now you've got moving scenery to dodge as well.**

### PREDICTED INTEREST CURVE



Offers short-term playability and good looks.

YOUR OBJECTIVE IS VERY SIMPLE BUT FAR FROM EASY: TO BECOME A SUCCESSFUL, AND PREFERABLY NOT DEAD, COSMIC PIRATE.

COSMIC
PIRATE

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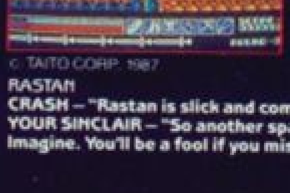

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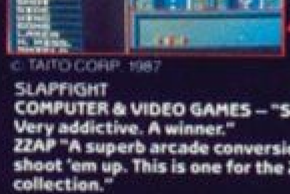
**RASTAN**
**CRASH** – "Rastan is slick and compelling".
**YOUR SINCLAIR** – "So another spanker from Imagine. You'll be a fool if you miss it!"



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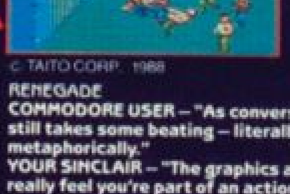
**SLAPFIGHT**
**COMPUTER & VIDEO GAMES** – "Simple. Smooth. Very addictive. A winner."
**ZZAP** "A superb arcade conversion and a great shoot 'em up. This is one for the ZAPPERS collection."



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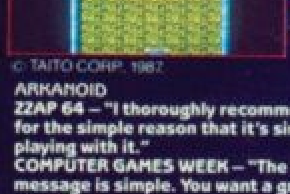
**RENEGADE**
**COMMODORE USER** – "As conversions go this still takes some beating – literally and metaphorically."
**YOUR SINCLAIR** – "The graphics are so slick you really feel you're part of an action movie rather than just playing a game."



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**ARKANOID**
**ZZAP 64** – "I thoroughly recommend Arkanoid – for the simple reason that it's simply gorgeous playing with it."
**COMPUTER GAMES WEEK** – "The take home message is simple. You want a great arcade game?"

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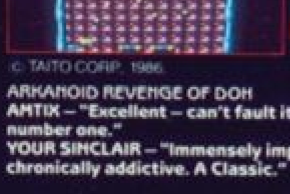
**FLYING SHARK**
**COMPUTING WITH THE AMSTRAD CPC** – "This is an excellent game."
**ACE** – "Incredibly frustrating playable and addictive."



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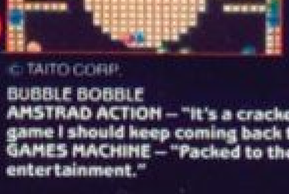
**ARKANOID REVENGE OF DOH**
**AMTIX** – "Excellent – can't fault it. A future number one."
**YOUR SINCLAIR** – "Immensely impressive and chronically addictive. A Classic."



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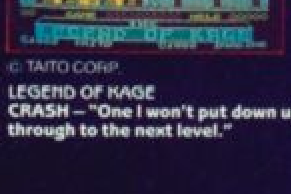
**BUBBLE BOBBLE**
**AMSTRAD ACTION** – "It's a cracker. Definitely a game I should keep coming back to."
**GAMES MACHINE** – "Packed to the brim with entertainment."



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**LEGEND OF KAGE**
**CRASH** – "One I won't put down until I get through to the next level."

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# SCREEN TEST SUPPLEMENT

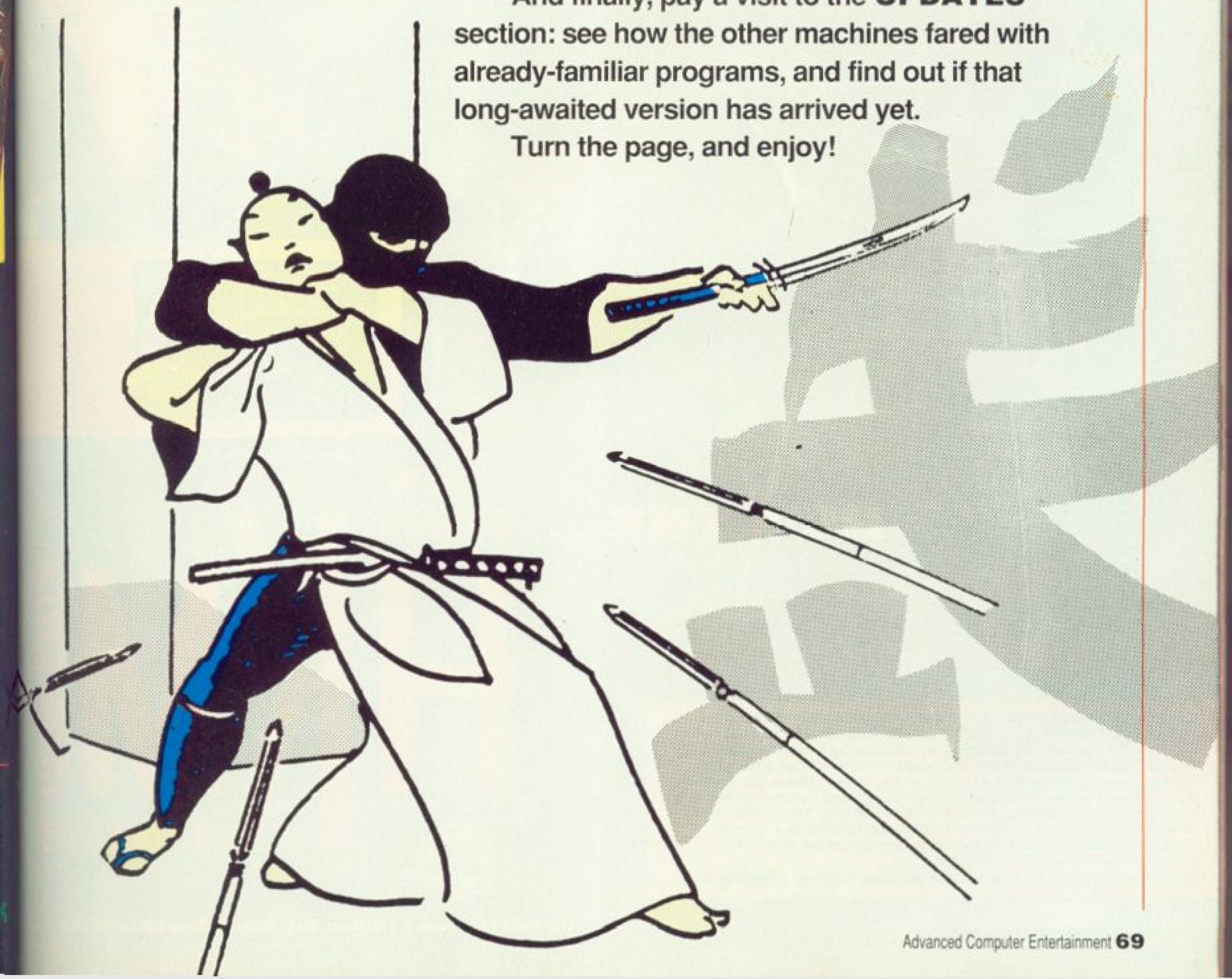
That's the Screen Testing out of the way – now on with the Supplement, the perfect complement to the perfect reviews section.

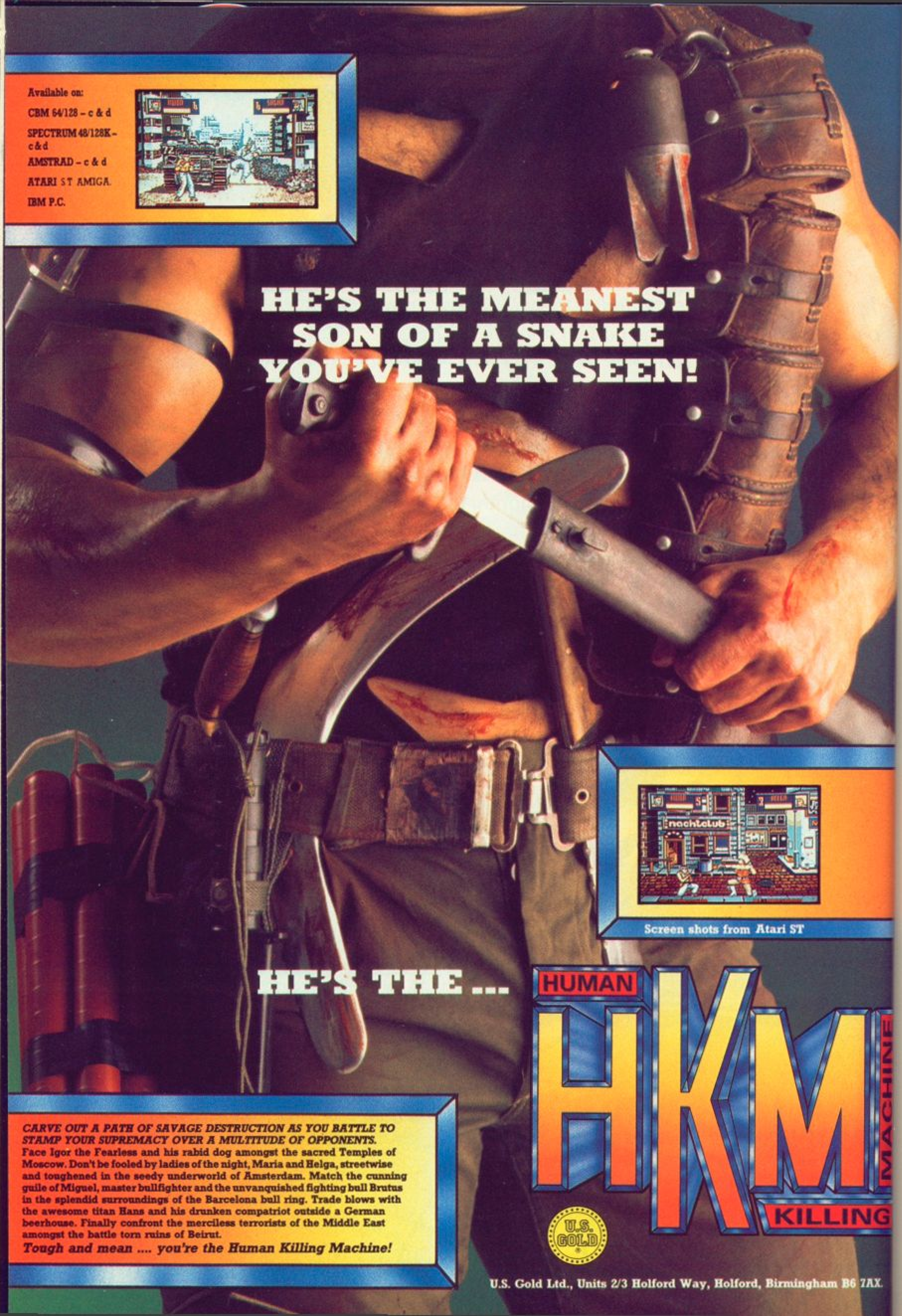
First off comes **TRICKS 'N' TACTICS** – the software equivalent of an A to Z of shortcuts. This month, *Last Ninja 2* gets the full treatment, with a complete map plus hints and tips. There's also some help with last month's free cassette, *Aliens*, listings for *R-Type* and *Batman*, and more cheat modes for all the biggest games of the last couple of months. Something for everyone there.

Next, if funds are a little low this month, the slightly expanded **BUDGETS** section should provide some enlightenment on what to buy, avoid, or look out for – especially for the more discerning shoestring games player.

And finally, pay a visit to the **UPDATES** section: see how the other machines fared with already-familiar programs, and find out if that long-awaited version has arrived yet.

Turn the page, and enjoy!

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# TRICKS 'N' TACTICS

## ELIMINATOR

John Phillips' brilliant 3D racing game cum shoot-em-up for the ST has the rather useful addition of level entry passwords. Couldn't be simpler really, could it?

| LEVEL | PASSWORD |
|---|---|
| 02 | AMEOBA |
| 03 | BLOOOP |
| 04 | CHEEKI |
| 05 | DOINOK |
| 06 | ENIGMA |
| 07 | FLIPME |
| 08 | GEEGEE |
| 09 | HANDEL |
| 10 | ICICLE |
| 11 | JAMMIN |
| 12 | KIKONG |
| 13 | LAPDOG |
| 14 | MIKADO |

Press **HELP** on the title screen and type in the required code to start the new level. Bear in mind that the Eliminator only starts with a poxy single-shot blaster; finishing the level may not be as easy as it was getting into it...

■ Steven Rhodes, Kidderminster

## BATMAN

In his efforts to stop the evil plans of the Penguin and Joker, Batman often gets duffed up a treat. To provide infinite everything and thus make either mission a lot less painful, the following listing should be typed in, saved for future use, and RUN. Enter mission '1' or '2' at the prompt, and make sure the correct mission is loaded. Handier than a Bat-utility belt.

```
10 PRINT CHR$(147)
20 FOR X=364 TO 400: READY: C=C+Y: POKE X,Y: NEXT
30 IF C<>4096 THEN PRINT "ERROR IN DATA": END
40 INPUT "DO YOU REQUIRE INFINITE EVERYTHING FOR PART 1 OR
2?";B
50 IF B=2 THEN POKE 394,210: POKE 395,126
60 SYS364
70 DATA 169, 128, 133, 157, 32, 86, 245, 169, 32, 141, 84, 3, 169
80 DATA 134, 141, 85, 3, 169, 1, 141, 86, 3, 96, 72, 77, 80
90 DATA 72, 169, 181, 141, 159, 125, 104, 173, 32, 208, 96
```

■ The Master Hacker

## AFTERBURNER

Anyone who can't be bothered blasting their way through all the levels of *Afterburner* on the ST should pause the game, type in **AGES** (which is Sega backwards) and press the '>' key to advance to the next stage. Since the Argonauts are also doing the Amiga *Afterburner*, this cheat might also work on the Commodore version – when it finally appears...

■ Ayman Azmy, Glasgow

## R-TYPE

Activision's Irem joystick-killer can be made a bit easier on the ST by using the following listing. Enter the program in ST basic and save it for future use. Place *R-Type* disk A in the drive and RUN the program. the game should load in the normal way, but with a few small changes...

```
10 REM R-TYPE CHEAT, ST VERSION
20 ADDR=&H7FD00
30 DEF SEG=0
40 FOR F=O TO 37 STEP 2
50 READ W$: POKE ADDR+F,
VAL("&H"+W$)
60 NEXT F
70 BLOAD "RTYPE.DAT", &H50000
80 POKE &H50004, &H100
90 POKE &H50F5E, &H6026
100 POKE &H50EDA, &H6000: POKE
&H50EDC, &H82
110 CALL ADDR
120 DATA 42A7, 3F3C, 0020, 4E41, 46FC,
2700
130 DATA 41F8, 0400, 43F9, 0005, 0000,
203C
140 DATA 0000, 55FA, 20D9, 51C8, FFFC,
4EF8, 0408
```

Lines 80 to 100 are optional: 80 gives infinite credit; 90 installs infinite lives; and 100 retains collected weapons after death. Any or all of these lines may be entered in order to vary the difficulty level faced.

Note that line 30 is needed for 1985 versions of ST basic only; when using a newer version simply leave it out.

■ Mark Richardson, Preston

## CARRIER COMMAND

Realtime's 16-bit versions of the ACE rated strategy shoot-em-up have an interesting cheat mode, intiated by pausing the game from the main view screen and typing: THE BEST IS YET TO BE, complete with spaces. The game restarts automatically, and displays 'Cheat Mode Activated' in the message panel.

When paused, pressing + and - on the numeric keypad toggles Manta invincibility: the flying craft are no longer vulnerable to aerial attack, although collision with large objects is still fatal.

Once a course has been programmed for the carrier, Mantas or Walruses, engage autopilot and click on pause. To avoid slogging around in real time, you will find that pressing 3 on the keypad and unpausing again takes the corresponding craft directly to its destination.

Likewise, pausing and pressing 2 replaces lost shielding, while tapping 1 refuels the craft in question. 9 shows the current difficulty level, and 6 brings up the programmers' test palette!

■ Chi Wai Huen, Southend (with some extra help from Realtime)

# SHORTS

## ■ VETERAN

The ST *Op Wolf* lookalike is made substantially easier with a swift jab of the **HELP** key, advancing the mission to the next stage.

■ D Garnwell, Birmingham

## ■ STAR RAY

All those poor ST owners getting nowhere with Logotron's *Defender* clone can take heart: during play, type **AL** and then press space to bring up the options screen. Type **YANKOVIC**, press fire to resume play and then press f5 for infinite shields. Alien butt-kicking can now be continued without fear of personal injury.

■ Jonathan Tolley, Nottingham

## ■ REX

Spectrum owners having trouble reaching the second level of *Rex* can now sally forth with ease, by entering the ridiculously large pass code: **8792898730799608**.

■ Ian McLeod, Edinburgh

## ■ GAME OVER II

The second level of the Spanish sequel can be accessed by entering **11423** on the Atari ST, or by typing **84187** on the Amstrad CPC.

■ J Matakupan, Holland & S Lowman, Essex

## ■ SORCERY+

Following on from last month's tips, ST owners are now treated to the cheat mode: simply type in **GAS MASK WHEELER WANTS CHEAT** (including the spaces) to be invincible, to open all doors, to stop the timer and to be able to enter the '+' part of the game.

■ J Leonard, County Armagh

## ■ DEFENDER OF THE CROWN

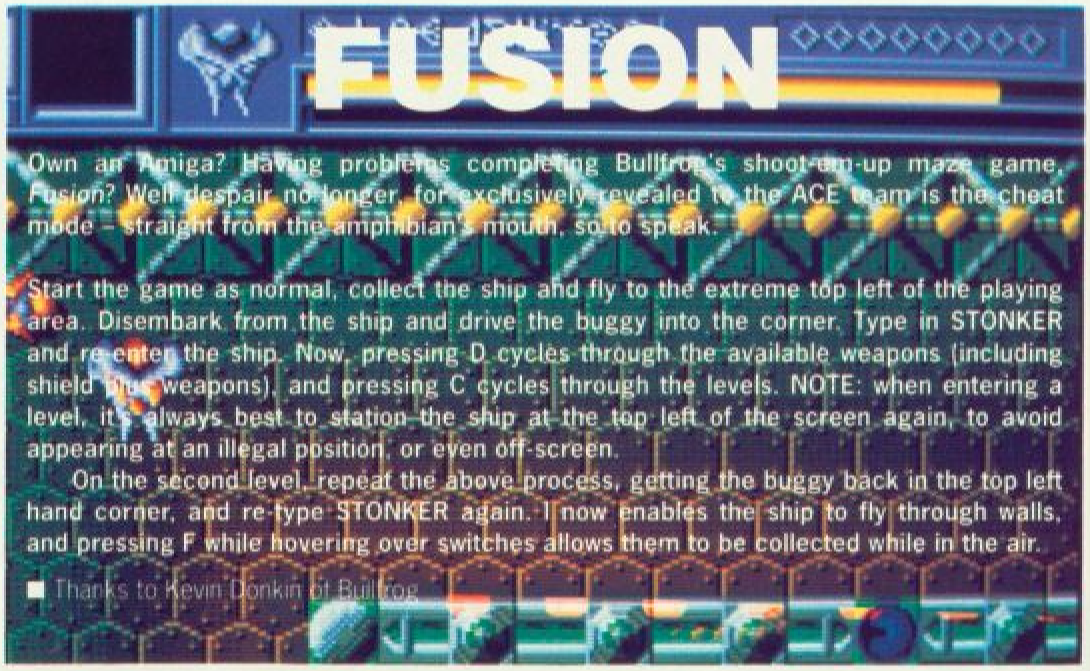
A pleasant little cheat for owners of the Amiga version: hold down the **K** key as the main game loads. The chosen knight now has 1024 men and 1024 knights at his dispsal, as well as improved swordsmanship.

■ R Brady, North Devon

## ■ RETURN TO GENESIS

The Amiga and ST versions of *Return To Genesis* are a bit hard. Try typing **WASP.ASM** on the title screen and then pressing F5 for invincibility. Any easier?

# FUSION



Own an Amiga? Having problems completing Bullfrog's shoot-em-up maze game, *Fusion*? Well despair no longer, for exclusively revealed to the ACE team is the cheat mode – straight from the amphibian's mouth, so to speak.

Start the game as normal, collect the ship and fly to the extreme top left of the playing area. Disembark from the ship and drive the buggy into the corner. Type in STONKER and re-enter the ship. Now, pressing D cycles through the available weapons (including shield plus weapons), and pressing C cycles through the levels. NOTE: when entering a level, it's always best to station the ship at the top left of the screen again, to avoid appearing at an illegal position, or even off-screen.

On the second level, repeat the above process, getting the buggy back in the top left hand corner, and re-type STONKER again. I now enables the ship to fly through walls, and pressing F while hovering over switches allows them to be collected while in the air.

■ Thanks to Kevin Donkin of Bullfrog

# BETTER DEAD THAN ALIEN

Electra's *Space Invaders*-style shoot-em-up on the ST and Amiga has an incredibly useful cheat mode, accessed by typing in **ELV** or **CHAMP** on the ST or Amiga title screens, respectively. Pressing the following function keys provides all manner of amazing weaponry and bolt-on goodies with which to do over huge amounts of alien nasties...

**F1 .....SCATTERBOLTS**
**F2 .....MULTIPLE FIRE**
**F3 .....AUTO-REPEAT**
**F4 .....ARMOUR MISSILES**
**F5 .....STUN**
**F6 .....NEUTRON BOMB**
**F7 .....CLONE SHIP**
**F8 .....SHIELD**
**F9 .....SKIP LEVEL**
**F10 ...EXTRA POWER BARS**

If the passwords are extended into the names of the programmers, **ELVIE** and **CHAMPIE**, the program proudly states that the 'Supercheat' has been entered. If anyone finds out just exactly what this does, drop us a line, eh?

■ Anonymous tipster, N Yorkshire

Thunder Blade
coding by
TIERTEX
SEGA
U.S. GOLD

# THUNDERBLADE

To skip levels of the Sega chopper conversion for the ST and Amiga, type in **CRASH** when the game has completely finished loading, and the picture from the film 'Blue Thunder' appears. On pressing the **H** key, the screen should flash to signify that the cheat is active. To access the next level, press **UNDO** on the ST, and **HELP** on the Amiga.

Spectrum owners have to do a bit more work: press **2** for the joystick and keyboard option, then press **G** and **O** together. The screen flashes to signify cheat mode active; pressing **ENTER** then progresses play to the next stage.

Bad news for C64 owners, though. Chris Butler didn't put a cheat mode in.

■ Thanks to Danielle of US Gold

## WIN £150 WORTH OF SOFTWARE!

**Every month in T'N'T we are handing out a mail order voucher to the value of £150 – yes, £150 – to the sender of the Top Tip. This can be redeemed through our mail order section for games, joysticks, dust covers – whatever you need.**

**If you want to get a piece of the action, send in your tips, POKEs, maps or detailed playing guides, and do it now! We're not interested in second-hand tips from other mags, or detailed guides on how to play games for the TI99/A. It's brand-new tips for the games in the last couple of issues that we're looking for. And remember, you may not win the top prize, but we're also giving away five £20 vouchers to senders of the next best entries. Send your contributions to the usual address:**

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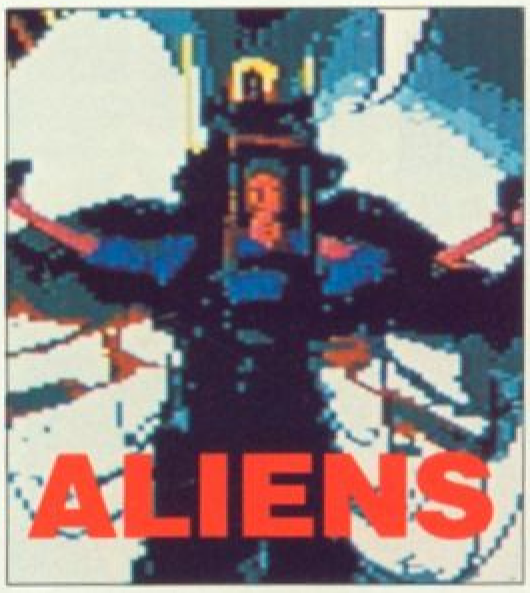
# BOMBUZAL

The Amiga version of the Imageworks puzzle game must be quite popular, judging by the amount of codes we've been sent. So, here, courtesy of several Amiga owners, is the complete list of pass codes:

| LEVEL | CODE | LEVEL | CODE |
|---|---|---|---|
| 8 | ROSS | 136 | BIKE |
| 16 | RATT | 144 | BIRD |
| 24 | LISA | 152 | TAPE |
| 32 | DAVE | 160 | VASE |
| 40 | IRON | 168 | PILL |
| 48 | LEAD | 176 | SPOT |
| 56 | WEED | 184 | PALM |
| 64 | RING | 192 | LOCK |
| 72 | GIRL | 200 | SAFE |
| 80 | GOLD | 208 | WORM |
| 88 | OPAL | 216 | NOSE |
| 96 | SONG | 224 | EYES |
| 104 | FIRE | 232 | HAIR |
| 112 | LAMP | 240 | SIGN |
| 120 | TREE | 248 | MYTH |
| 128 | SINK | | |

Although this list applies to the Amiga *Bombuzal*, the same codes are used for other versions of the game. They can be entered, but it's just pot luck as to which level will appear!



# ALIENS

The lucky C64 and Spectrum owners who recieved the complete *Aliens* game free with last month's ACE might be having a little difficulty getting to the later stages of the mission. So here, free with this month's ACE, are some useful pass codes:

| | | |
|---|---|---|
| APC RESCUE | 2727H | |
| OPROOM DEFENCE | 1106D | 1506E |
| AIRDUCT MAZE | 2361F | 5761H |
| NEWT RESCUE | 7140E | 0640C |
| QUEEN BATTLE | 7163H | 0663F |

Simply type one of these in when prompted to access the final levels of the game.

# F/A 18 INTERCEPTOR

**Amiga owners smug in the knowledge that they are the only ones who can play this superb flight simulation, might not grin so broadly when they fail to qualify for the later missions. To avoid this sorry situation, save the following listing to disk, and when prompted for the log disk, insert the POKE disk instead.**

```
10 PRINT TAB(10) "Interceptor POKE by Richard Bedding"
20 PRINT: PRINT "Insert the Interceptor log disk in drive 0:"
30 PRINT "Press any key"
30 WHILE A$=""
40 A$=INKEY$
50 WEND
60 PRINT: PRINT "Please wait"
70 OPEN "R", #1, "dF0: config", 1
80 FIELD #1,1 AS B$
90 LET B$=CHR$ (1)
100 PUT #1,2
110 FOR N=22 TO 27
120 PUT #1,N
130 NEXT N
140 CLOSE #1
150 PRINT: PRINT "Finished"
```

■ **Richard Bedding, Peterborough**

## WHOOPS!

The *Operation Wolf* listing printed last month was presented as a reset POKE, when it should have been a loader listing. The instructions SHOULD have read: type in the listing, RUN it, and then follow the on-screen prompt to load *Op Wolf* with infinite everythings.

Also, one or two people have been having problems with last month's Spectrum *Football Manager II* listing. If you try loading +3 Basic first, and then following the instructions you should have more luck. OK?

Finally, Ricky Wong was credited for the *Last Ninja 2* map and tips which, because of space restrictions, appear this month instead. Sorry. The offending staff writer has been taken out and shot.

# PANDORA

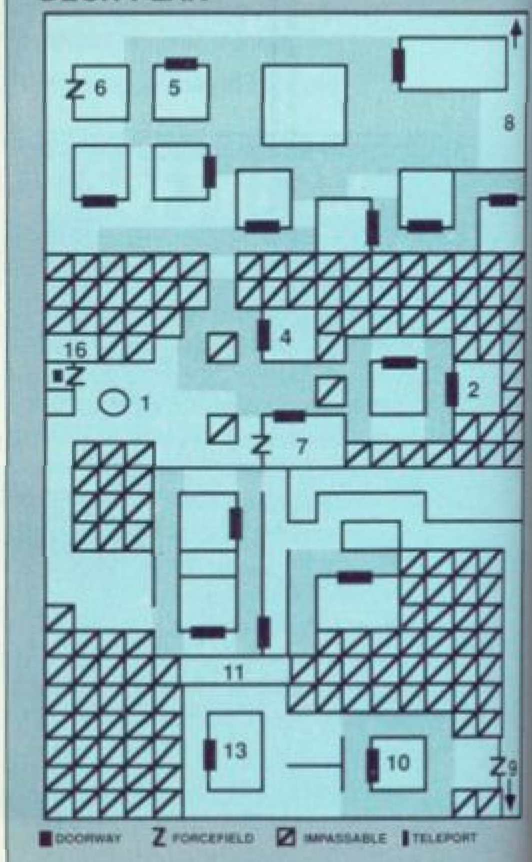
**Firebird's colourful arcade adventure on the C64, Amiga and Atari ST is just about pas its play-by date, so here's the complet solution – in case anyone was wondering...**

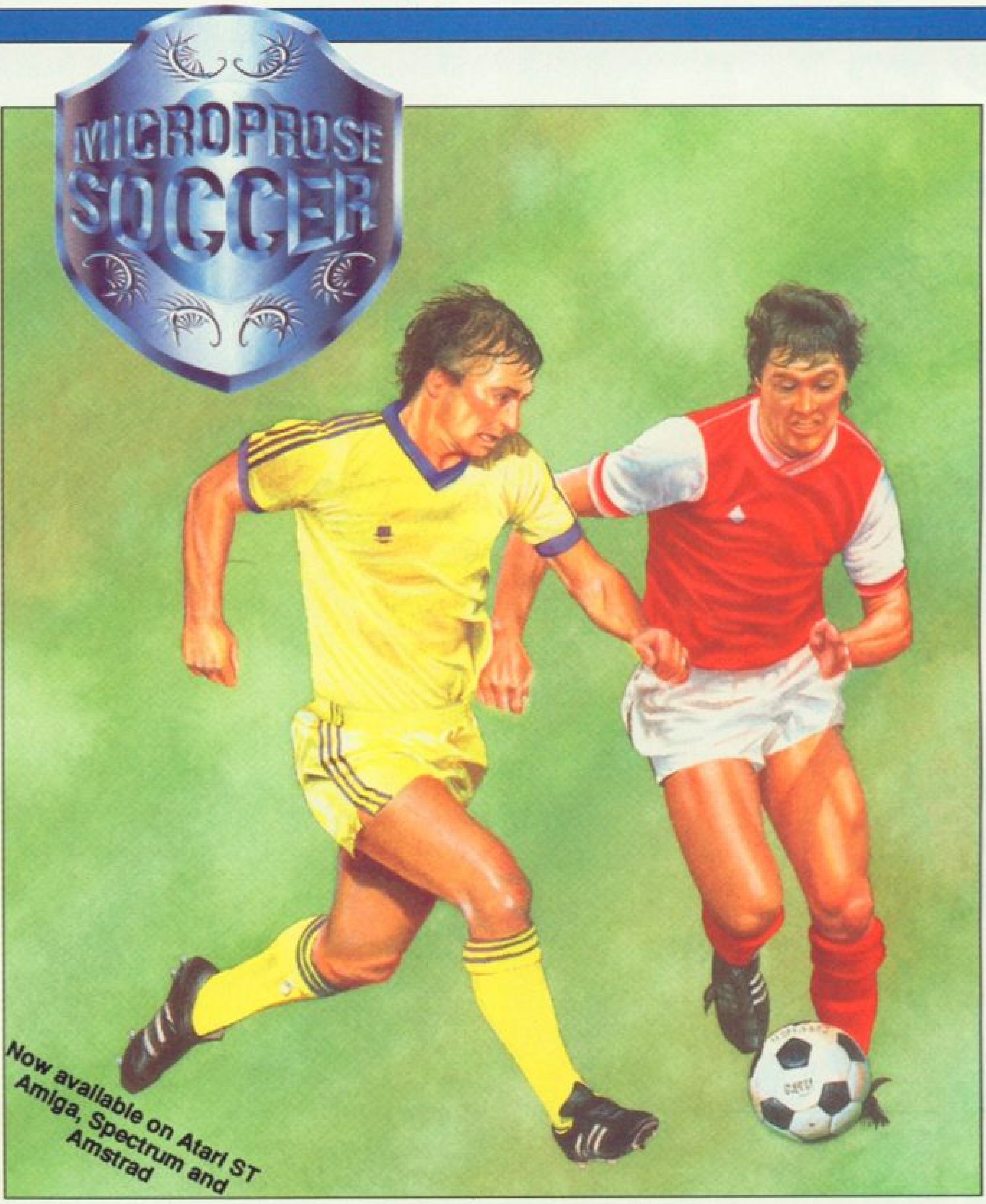
**1** Wait a few moments for Amy to appear.
**2** Take ID Amy and find the Second Officer. Pick up the Lazer Rifle from the table next to him.
**3** Put Lazer Rifle into backpack – don't use it yet.
**4** Find the Engineer, take his ID and the Sonic Driver.
**5** Find the Lt Commander, take his ID and carry it.
**6** Find the Commander, take his ID and carry it. Also take the Code Blue and Code Scarlet.
**7** Find the Captain, take his SDI disk and leave the ID Lt. Commander.
**8** Shoot the Ice Lord with the Lazer Rifle.
**9** Carry the ID Engineer to go through the force field.
**10** Find the AWOL officer and take his ID.
**11** Carry the Sonic Driver and head for the Robomechanic.
**12** Swap the Sonic Driver for the Code Ochre
**13** Carry the SDI Disk and go to the SDI computer.
**14** Give the SDI computer these items in the following order: SDI Disk, Code Scarlet, Code Ochre and Code Blue.
**15** Carry the Engineer's ID *and exit the* Engineering Section. Then switch to ID AWOL.
**16** Go the transporter and enter along the arrow.
**17** That's all folks.

**Many characters carry different items, b only the ones mentioned above are neede to complete the game.**

■ **Vincent Lawrence, Basingstoke**

**DECK PLAN**

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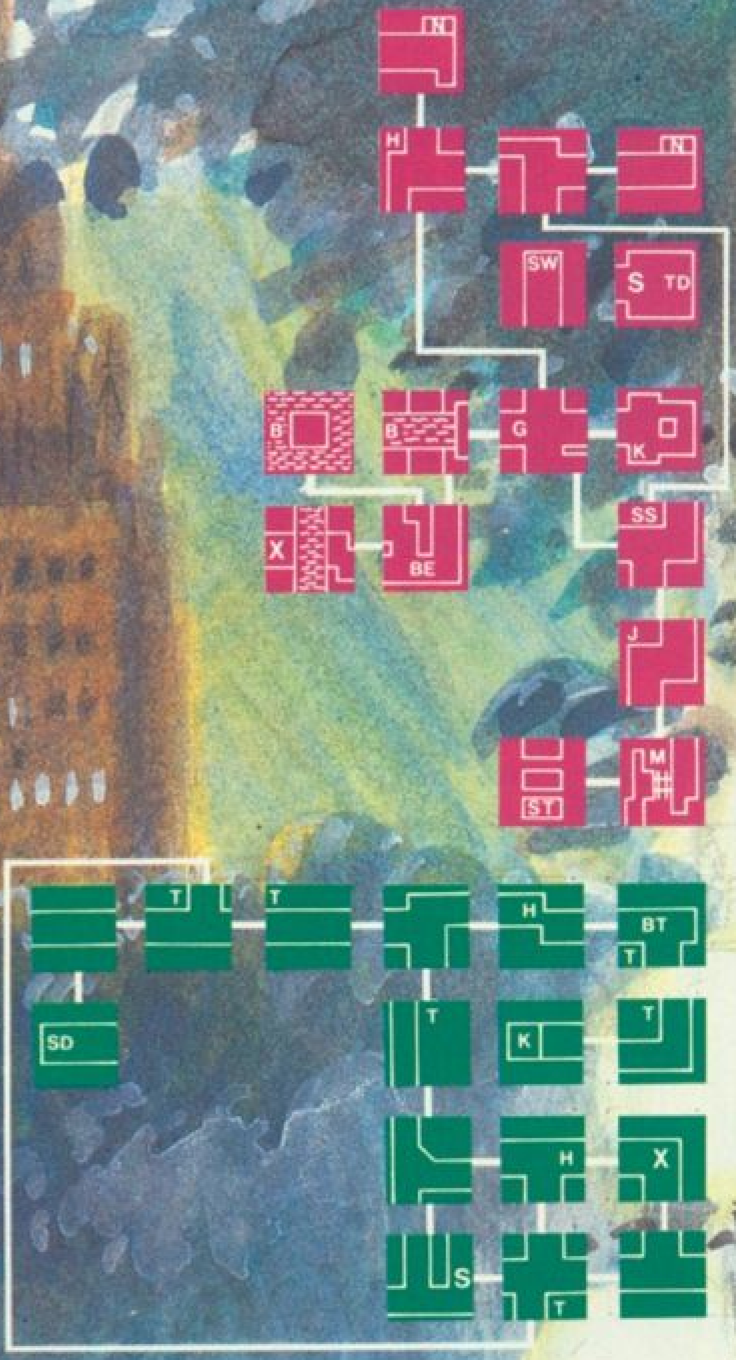
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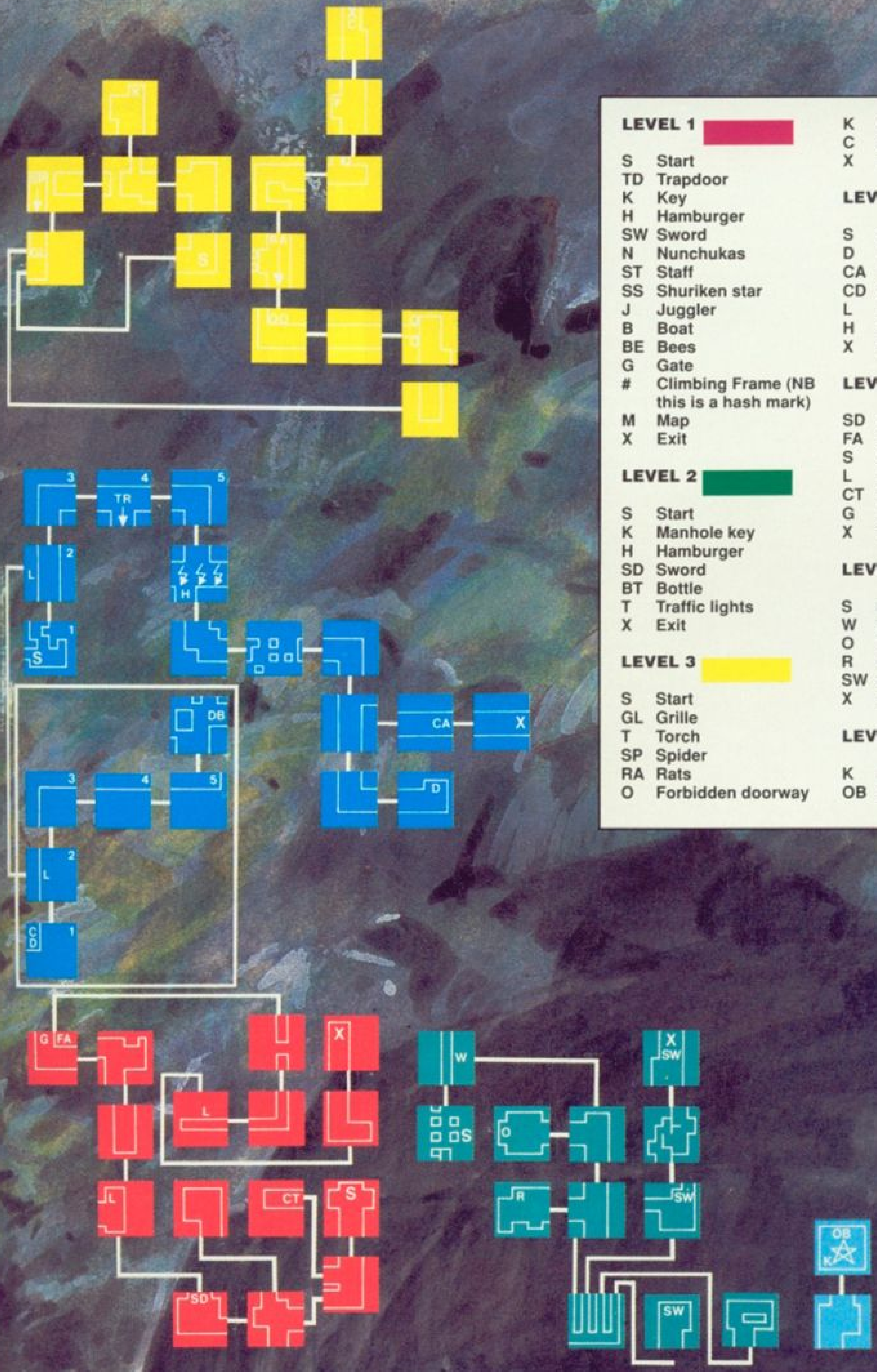
# LAST NINJA 2

Map By
Ryo Wons



**LEVEL 1** 🟥

| | |
|---|---|
| S | Start |
| TD | Trapdoor |
| K | Key |
| H | Hamburger |
| SW | Sword |
| N | Nunchukas |
| ST | Staff |
| SS | Shuriken star |
| J | Juggler |
| B | Boat |
| BE | Bees |
| G | Gate |
| # | Climbing Frame (NB this is a hash mark) |
| M | Map |
| X | Exit |

**LEVEL 2** 🟩

| | |
|---|---|
| S | Start |
| K | Manhole key |
| H | Hamburger |
| SD | Sword |
| BT | Bottle |
| T | Traffic lights |
| X | Exit |

**LEVEL 3** 🟨

| | |
|---|---|
| S | Start |
| GL | Grille |
| T | Torch |
| SP | Spider |
| RA | Rats |
| O | Forbidden doorway |
| K | Key |
| C | Crocodile |
| X | Exit |

**LEVEL 4** 🟦

| | |
|---|---|
| S | Start |
| D | Drugs |
| CA | Panther |
| CD | Credit card |
| L | Ladder |
| H | Hamburger |
| X | Exit |

**LEVEL 5** 🟥

| | |
|---|---|
| SD | Secret door |
| FA | Fan |
| S | Start |
| L | Ladder |
| CT | Computer terminal |
| G | Gate |
| X | Exit |

**LEVEL 6** 🟦

| | |
|---|---|
| S | Start |
| W | Window |
| O | Blocked exit |
| R | Rope (bell pull) |
| SW | Switch |
| X | Exit |

**LEVEL 7** 🟦

| | |
|---|---|
| K | Kunitoki |
| OB | Orb |

# LAST NINJA 2

## ...Continued

Following on from Issue 16's solution to the first level of *Last Ninja 2*, C64 and Spectrum owners of System 3's latest should more than welcome the map on the previous pages, and the tips for the rest of the game. printed here:

### LEVEL 2: THE STREET

The bottle is found on the tramp by the burger bar, and the key to open the manhole cover is found in the red-and-white striped workmen's hut.

Whenever crossing the road, always wait for the pedestrian lights to turn green.

The third level is reached through the manhole cover in the pavement. Open it using the key, and drop down to exit the load.

### LEVEL 3: THE SEWERS

Collect the grille key, open the grille and climb down.

Some doorways are dead ends. On the first three, take the middle one. On the second three, take the last door. Ignore the next two, and take the first door of the final three.

Light the bottle from Level 2 at the flaming torch to make a molotov cocktail, and throw it at the crocodile's head.

Enter the doorway to reach Level 4.

### LEVEL 4: THE BASEMENT

Climb up onto the catwalk and collect the credit card. Enter the room at the far end of the walkway and take the meat from the dog bowl.

Beware of electric power cables and trolley tracks that lie on the floor.

Progress through the basement to the section where the drugs are handled. Dip the meat in the white substance in the box next to the wall, and return around the corner to face the panther. Give him the meat to knock him out, and then enter the elevator by inserting the credit card in the slot.

### LEVEL 5: THE OFFICE BLOCK

Enter the first room to collect the four-digit code from the computer terminal. Remember to write it down; it is to be used later.

Activate the secret doorway in the panelled room by picking up the lamp on the table.

Approach the large fan tight against the wall. This should allow enough room to pass without being blown off the ledge.

Ignore the doorway, and go through the grating to reach the roof. Then sneak a ride on the helicopter ladder to the next section.

### LEVEL 6: THE MANSION

Drop from the helicopter onto the very first turret. Move onto the right hand turret and then onto the block on the roof itself. From here, cross over to the skylight and drop down.

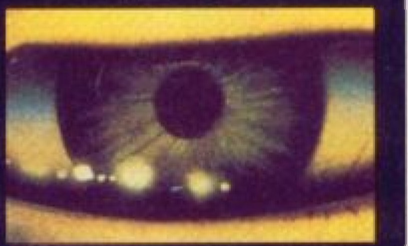
Get the bellpull from the second bedroom, which acts as a rope. Move into the first room and enter the panel holding the rope, to climb downstairs into the kitchen. (Going down the stairway activates the alarm and alerts the guards.)

Move into the hallway and go through the first doorway which is hidden behind the large potted plant.

Turn on the light switch at the exit to the bunker room, illuminating the maze next door. Move through the maze into the boiler room and turn the second switch on the boiler to re-direct the jet of steam. Exit to the final level through the doorway.

### LEVEL 7: THE FINAL BATTLE

Open the safe using the four-digit code, and take out the orb to reveal Kunitoki. To defeat him, the Ninja must light all the candles on the pentangle before Kunitoki awakes. To complete the game, simply replace the orb in the safe.



# SEGA TIPS

## ZILLION

Whenever a dead end appears, such as the end of a corridor or the wall next to a lift shaft, give it a good blasting (around 15 shots). If it isn't really a dead end, the wall can be destroyed to show the adjacent corridor or room.

## SPACE HARRIER

Select the sound test before the game starts (it explains how in the manual) and select different sound effects in the following order: 7, 4, 3, 7, 4, 8, 1 (the effect doesn't need to finish before selecting the next). On entering the final '1' instead of exiting back to the game, another menu appears enabling the difficulty level, controls and main sprite to be changed!

If three lives isn't enough to complete the mission, when the 'Game Over' sign appears press the control up, up, down, down, left, right, left, right, down, up, down and up (silly, yes, but do it anyway). The game restarts with another three Space Harriers. This can be done at least six times during one game – quite helpful really.

## GHOST HOUSE

When arrows appear, jump over them (this takes a bit of practise; jump up just before the arrow hits in order to clear it completely). After doing this for a while (a random number of arrows need to be cleared), Mickey becomes enclosed in a bright glowing shield, which acts as temporary protection against even Drac himself.

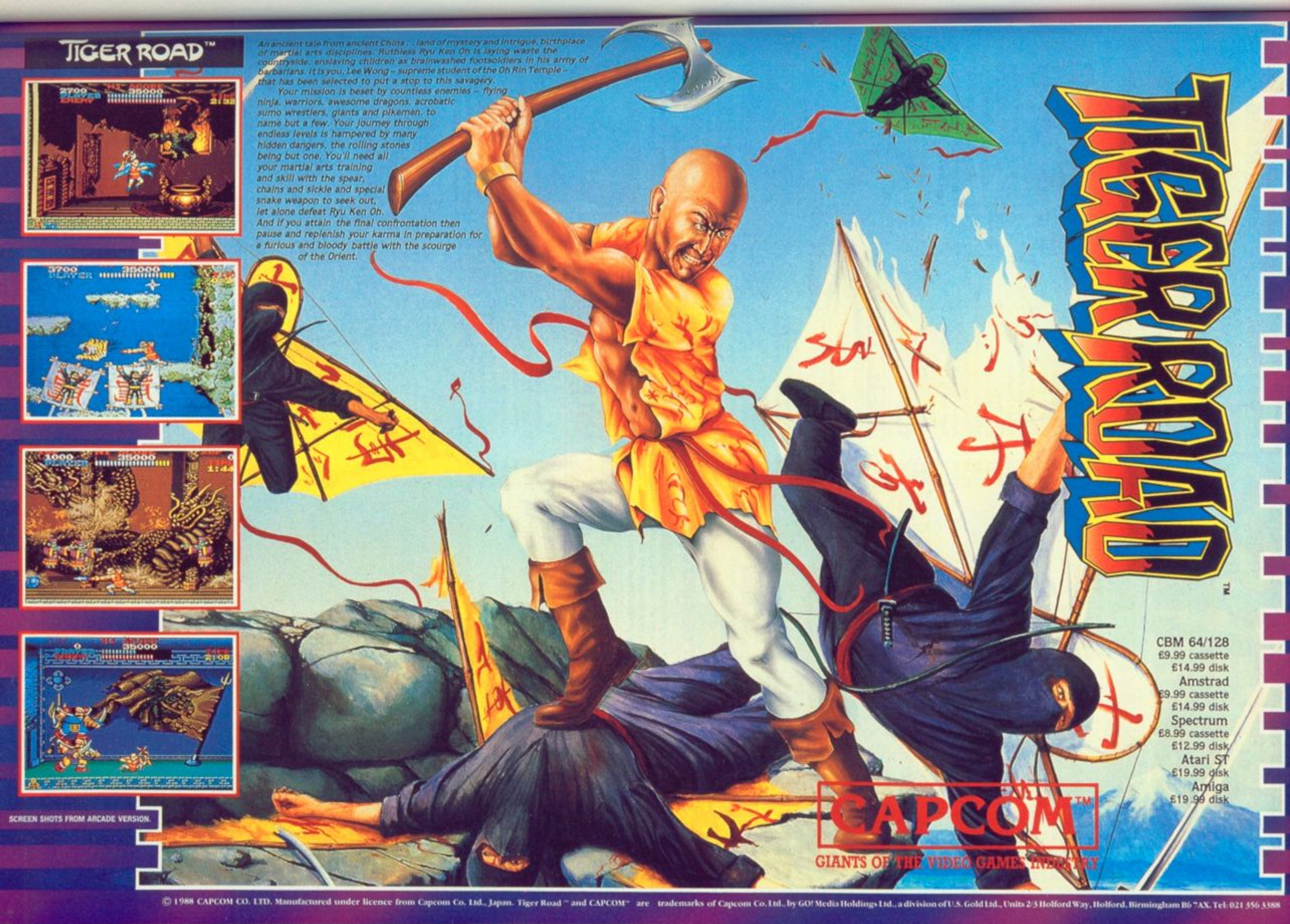
■ Craig Brown, Middlesex

## WINNERS

**The lucky recipient of this month's £150 mail order voucher is Ricky Wong of County Down, for the impressive Last Ninja 2 map, hints and tips.**

**Four £20 vouchers should soon be winging their way to: Richard Bedding, Peterborough; Vincent Lawrence, Hants; Craig Brown, Middlesex; and Mark Richardson, Preston.**

**Your name could be here next month - and remember, the Top Tip can be for any machine, so get your *thinking caps on!***



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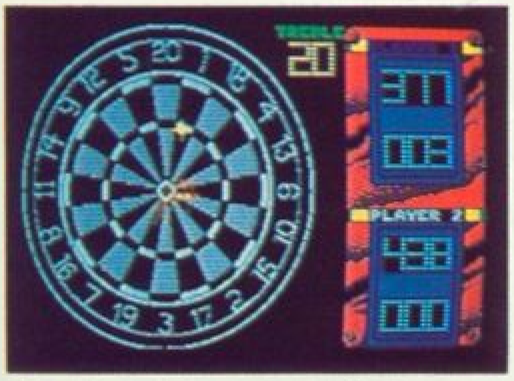
# BUDGET BONANZA

## JOCKY WILSON'S DARTS CHALLENGE

### Zeppelin Games

- C64, Spectrum: £2.99



**C64 – *Jocky Wilson's Darts Challenge.***

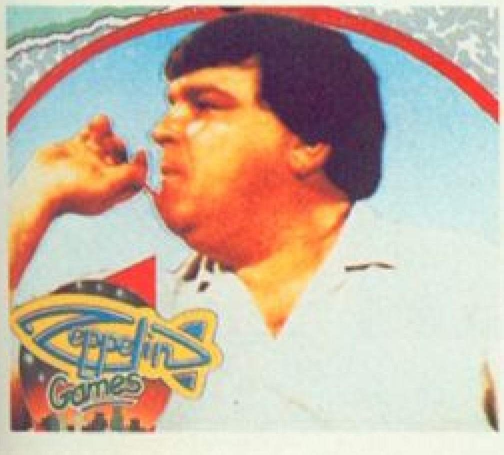
Darts games have appeared regularly over the last couple of years, and seemed to have hit the heights with Mastertronic's *180*. However, undaunted by numerous predecessors, Zeppelin continue the genre and have released their product with the dubious blessing of sporting megastar Jocky Wilson.

So how does this latest oche simulator shape up? Throwing darts is achieved in a similar way to previous offerings, whereby a wobbling dart hovers in front of the board and is released by pressing the fire button. Although this proves quite tricky at first, it does introduce the correct amount of randomness into shots: the darts can be grouped easily, but a 180 is still difficult to achieve.

Normal '501 down' rules apply and the program supports a two player head-to-head, a solo player competition against computer opponents and also 'round the clock' darts, competing against a timer.

Certainly a very capable rendition of the game, *JWDC*'s only drawback is that it's all been seen before. Great if there isn't one in the collection, but otherwise it hits the wire.

**■ ACE RATING 731**



## ZAMZARA

### Rack-It

- C64: £2.99

917

Fans of *Netherworld* should be pleased to see that Jukka Tapanimaki has woven his magic once more in a C64 game that puts the 16-bitters to shame. Sporting some absolutely gorgeous backdrops and sprites, *Zamzara* puts the player in control of a HR Giger-style creature as he battles through an equally bizarre alien-infested landscape.

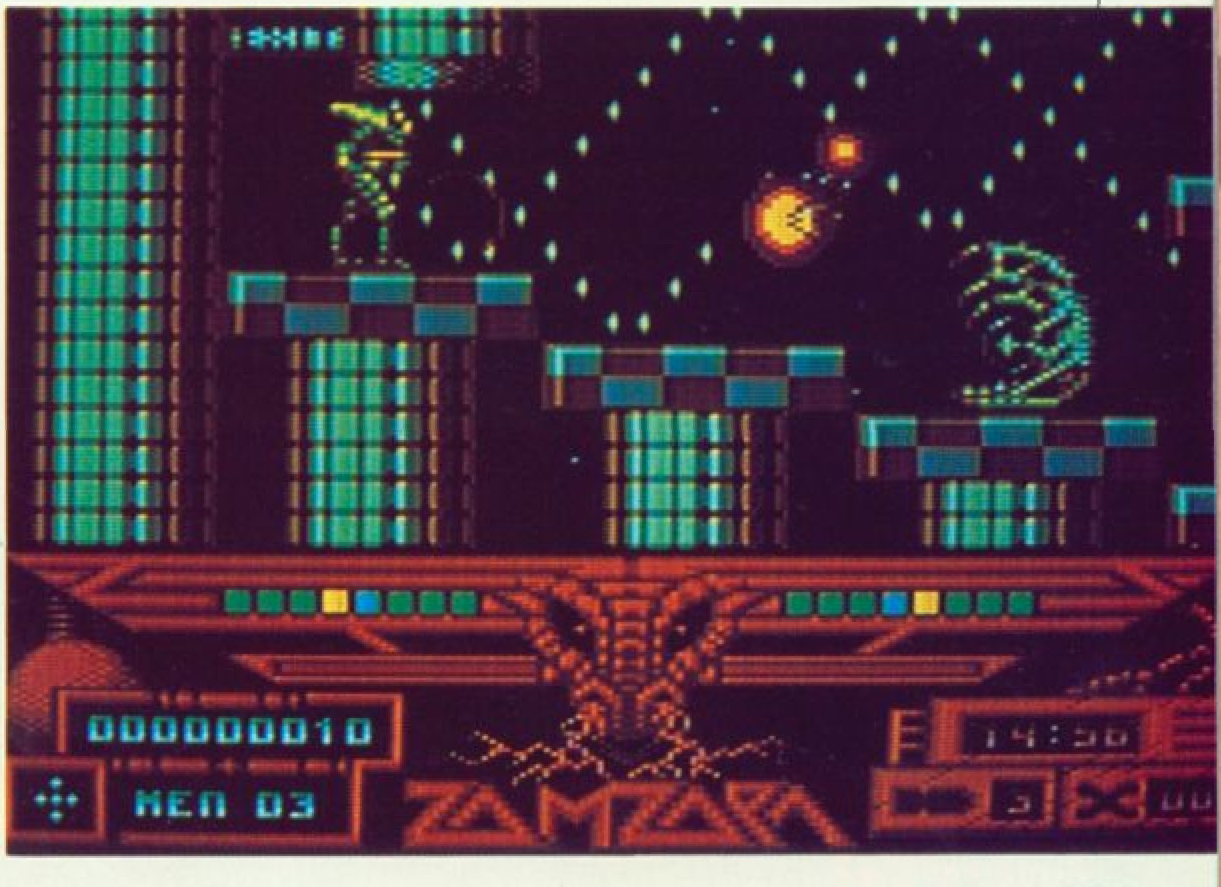
The extra-terrestrial hero traverses horizontally-scrolling levels connected by exits or entrances at the end of each. The route is punctuated by large alien creatures and swarms of smaller beings who are all intent on blowing the hero into much smaller pieces.

However, the alien has an impressive armoury at his disposal, consisting of a blaster, three missiles and four types of ammunition to supplement the normal bullets. Three varieties of reflective rays can be selected, together with rapid-fire bullets.

*Zamzara* is a real treat visually: silky-smooth scrolling complemented by amazing graphics and, thankfully, backed up by decent tactical blasting action and addictive gameplay. One for the C64 owner's 'must buy' list.

**■ ACE RATING 917**

**(Below) C64 – *Zamzara.***



## BLACKBEARD

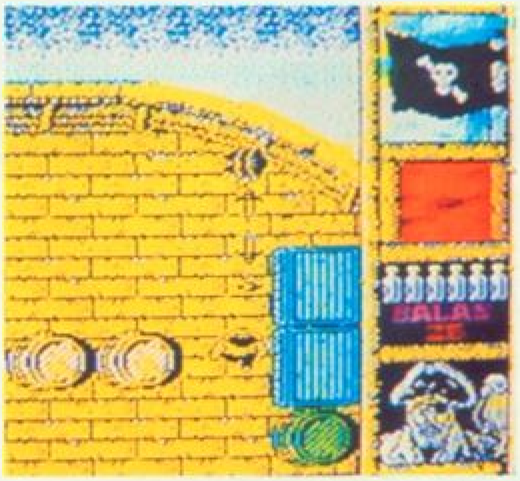
### Kixx

- Spectrum, Amstrad: £2.99

This is Kixx's first original product, and has been programmed by Spanish software house Toposoft (authors of the US Gold Pepsi Challenge game, *Mad Mix*).

As suggested by the title, the game follows the efforts of one Blackbeard the Pirate to hunt down his buried treasure map which has been stolen by his arch enemy, Redbeard. The map is secreted inside a chest somewhere on board Redbeard's ship, HMS Victory, and it is Blackbeard's mission in life to get it back.

Viewed from above, the pirate is guided around the deck, cabins and two storage lev



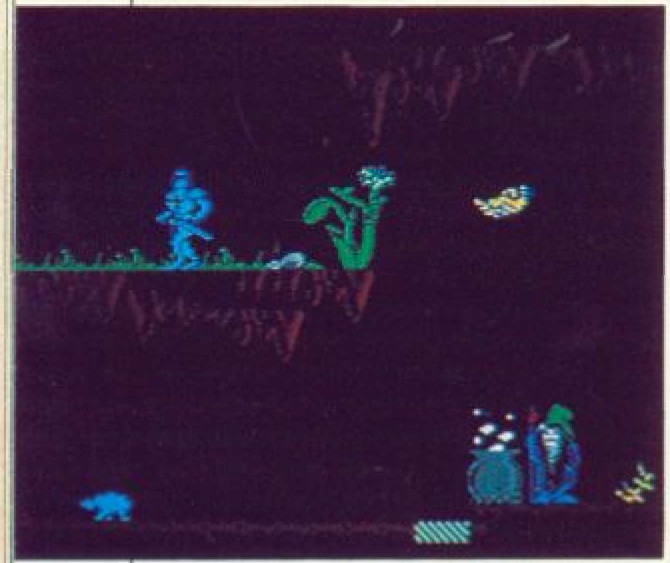
**(Above) Spectrum – *Blackbeard.***

els of Redbeard's vessel (and, incidentally, the deckplan is an authentic representation of the original Victory, Nelson's flagship), with the separate levels being connected by stairways.

Redbeard's crew are at large, and Blackbeard defends himself by collecting knives and guns with which to fight back against his attackers. Blackbeard is revitalised by picking up bottles of rum from around the ship, but overimbibing results in a drunken and difficult to control pirate swaggering about the deck.

Entertaining – if a little slow – this explore 'n' shoot-em-up offers nothing new, but is nicely uncomplicated and has enough appeal to warrant further examination. Also of interest to mappers with a nautical bent. Yo ho ho.

**■ ACE RATING 670**



**C64 – *Camelot Warriors.***

# CAMELOT WARRIORS

## Mastertronic

● C64, Amstrad, Spectrum: £1.99

Resplendent in a suit of shining armour, a solitary knight heads off in search of the fabled castle Camelot. His route across mediaeval England takes him through woods, across a lake, through caverns and finally on to the home of Arthur Pendragon.

In each segment of land, the knight has to avoid the touch of various creatures indigenous to the segment; contact with any proves fatal, and the knight is only blessed with four incarnations. Later scenes are entered by reaching the exit of the previous one.

Once the castle is safely gained, four elements from the regions are to be found and presented to the corresponding guardians so they can be destroyed. The final challenge is an enigmatic quest 'to find the key that will unlock the secret magic mystery'. Hmmm.

This difficult scrolling and flick-screen arcade adventure goes a bit limp after a while. Although brandishing a large sword, the knight has precious little chance to use it and must instead rely on his abilities to leap large buildings in a single bound. Annoyingly tricky control and lack of immediate action conspire towards its premature and unfortunate downfall.

**■ ACE RATING 458**

# WATCH OUT FOR...

### MASTERTRONIC

Fresh products from the Virgin/Mastertronic stables over the next month or so include a couple of 8-bit games, such as *El Cid, Strike, Speedzone* and *Bombfusion* (all formats). Meanwhile, their 16-bit catalogue goes from strength to strength with *Venom, Knight Games* (the old Jon Williams eight-bit game) and *Speedzone* for the PC at £9.95, plus *Bombfusion* (Amiga, ST) and *The Last Trooper* (ST) – more news as and when they appear.

On the re-release front, the Ricochet label continues its assault on the Activision back catalogue, with *Hacker* (C64, Spec, Ams, ST, Amiga, IBM PC), *Toy Bizarre* (C64, Ams, Spec), *Pastfinder* (C64) and also *Hacker II* and *Alcazar* waiting in the wings.

### SILVERBIRD

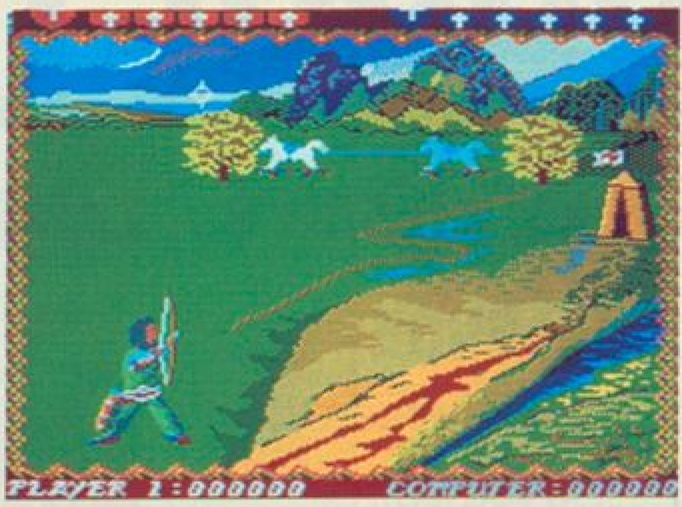
Telecomsoft's budget house has been fairly quiet of late, but the steady trickle of releases continues over the next couple of weeks. *Antiriad* (as in *The Sacred Armour of...*) reappears across all formats, while *Street Warrior* (C64) and *Night Gunner* (Spec, Ams) are probably in the shops now.

Late February sees the arrival of *Rebelstar 2* for the Spectrum (vague cheering in the background from fans of the original), and possibly the start of a new range of *'Crazy'* games (as in the *'Kidz'* range) with *Combat Crazy* (C64) and *Trick Ramp Crazy* (C64, Spec, Ams).

All the above games are at the normal £1.99 price, but Silverbird have also decided to start a new range of £2.99 packages, starting with the '123 Pack' which contains three games on one cassette; *Ninja Master, Rock 'n' Wrestle* and *BMX Kidz* open the billing.

Similarly, a £2.99 *'Double Trouble'* pack features a range of sequels on one cassette. *Starstrike I* and *II* are first to be featured, closely followed by *Eyeball I* and *II*, and so on.

Lastly, the more major full-price releases – such as *Bubble Bobble* – are to be re-released with a £2.99 price tag, since they offer 'better value for money'.



**IBM PC – *Knight Games.***

### RACK-IT

Reappearing on Hewson's Rack-It label are *Gribbly's Special Day Out* (C64), *Technician Ted* (revamped for the Spec and Ams), *Heavy Metal Paradroid* (C64), plus redesigned versions of *Pyracurse, Gunrunner* and *Quazatron* for the Spectrum.

New products include *Golfmaster* – a golfing game for the C64 – and *Steel* for the C64, from the programmers of *Slayer. Orion*, again for the C64, comes with a good pedigree: programmed by Gary Foreman (*Ranarama*), graphics by John Cummings (*Zynaps, Firelord*) and with sound effects by Steve Turner, this could be one to look out for.

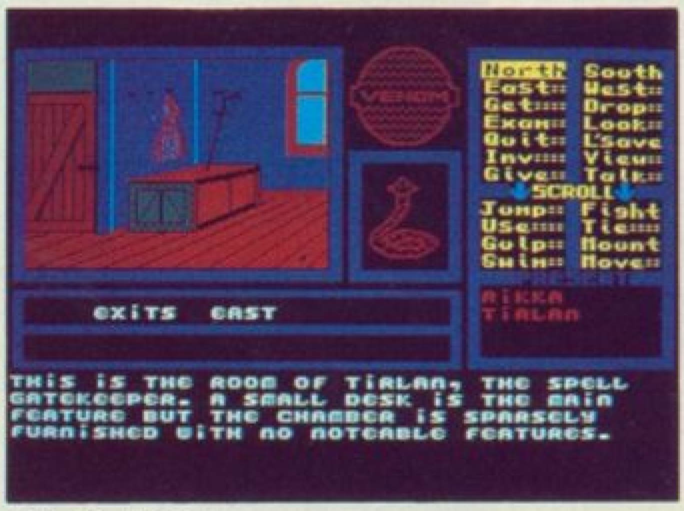
Finally, Spectrum owners get look in with *Into Africa*, a 10,000-screen menu-driven arcade adventure. Coo!

### KIXX

Anyone in search of some decent re-releases could do worse than take a look at Kixx' current line-up. Matt Gray's *Infiltrator* should be in the shops by now, along with the passable *Rygar* and Epyx' *World Games* (superb on the C64 – not so on the Z80s).

Along any day now should be *Trantor* (ho-hum) and the excellent *Supercycle* from Epyx. The beginning of March sees the arrival of *Road Runner*, which is pretty decent on all versions; *Hardball*, one of the best Baseball sims around; and *Spy Hunter* (what, ye olde ancient *Spy Hunter*?)

All the above will be available on the C64, Spectrum and Amstrad with a retail price of £2.99.

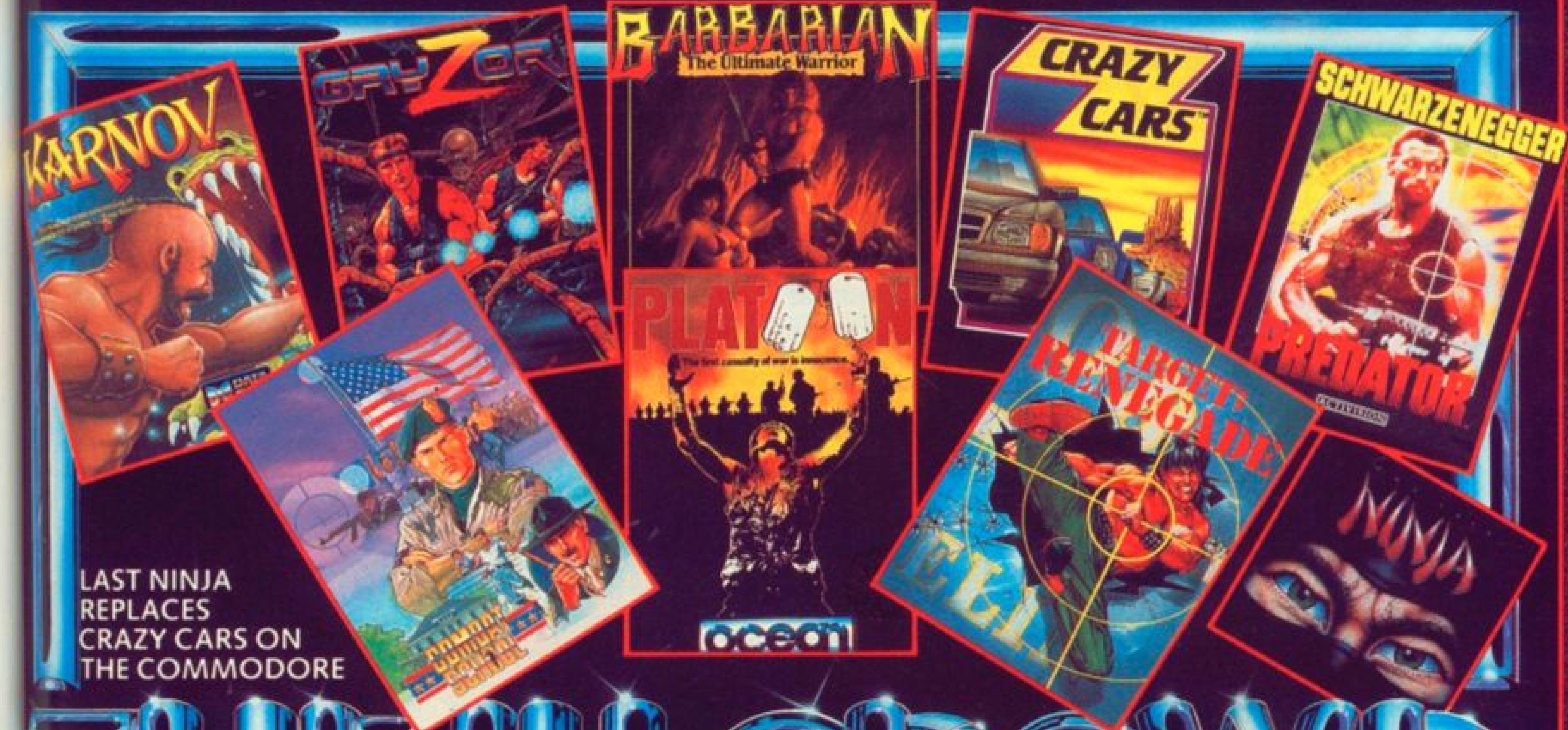


EXITS EAST

THIS IS THE ROOM OF TIRLAN, THE SPELL GATEKEEPER. A SMALL DESK IS THE MAIN FEATURE BUT THE CHAMBER IS SPARSELY FURNISHED WITH NO NOTEABLE FEATURES.

**IBM PC – *Venom.***

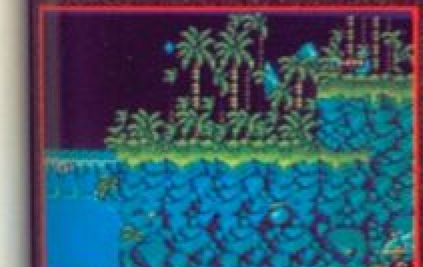
# The CRUCIAL COMPILATION



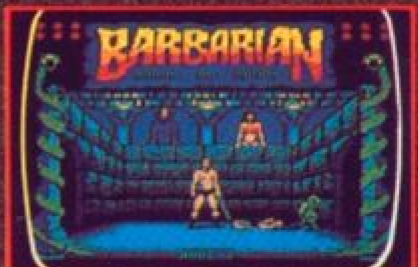
LAST NINJA
REPLACES
CRAZY CARS ON
THE COMMODORE

# THE IN CROWD

ocean



**GRYZOR** Featuring all the game-play of the arcade original, Gryzor takes you into a thrilling alien world of force fields, fanatical guerillas and strange enemy defence systems – but you have the fire-power and maybe, with a 'little' skill, grit and split second timing, you can infiltrate the aliens' headquarters. Play Gryzor once and you'll be hooked!
© 1987 Konami



**BARBARIAN** THE STORY SO FAR... The evil sorcerer Drax has agreed that if a champion can be found who is able to defeat his demonic guardians, the Princess Mariana will be released. From the wastelands comes an unknown barbarian, a mighty warrior, wielding his broadsword with deadly skill. Can he vanquish the forces of Darkness? ONLY YOU CAN SAY...
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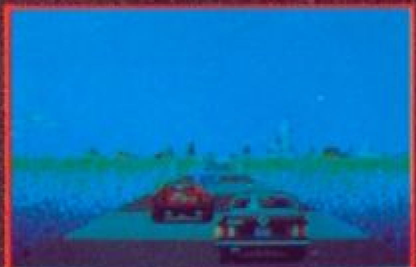
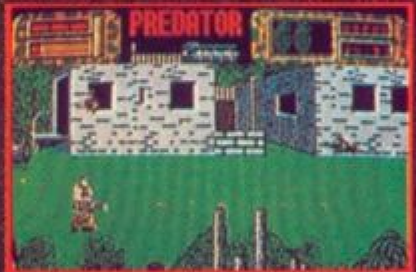


**CRAZY CARS** You are racing in the world's craziest race: "The American Cross Country Prestige Cars Race". If you are able to complete the race before the time runs out, you will get a faster car. You start with a Mercedes 560 SEC, and only the world's best drivers may drive a Ferrari GTO.
PREPARE TO START, READY? GO!!!
© Titus Software Ltd.
LAST NINJA replaces C.CARS on C64.



**PREDATOR** You've heard about Predator, the Schwarzenegger movie – now you can play the leading role. Take a crack commando unit into the South American jungle to rescue a bunch of trapped diplomats. Should be easy enough...and so it would be, if it weren't for the mysterious alien who keeps on taking out your men.
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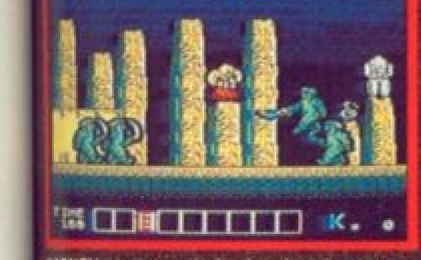

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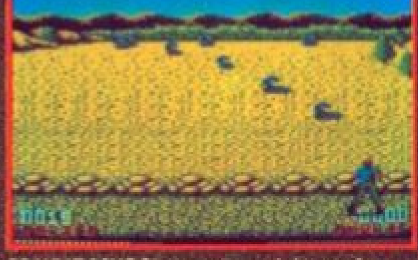

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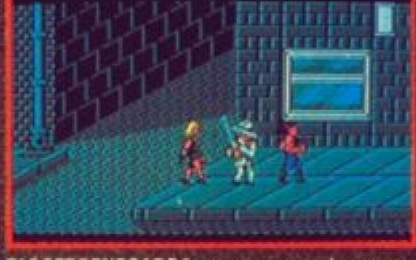
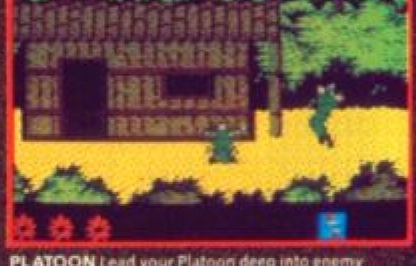


**TARGET RENEGADE** Every move you make, every step you take, they're watching you. Fight your way through the precinct – the back alleys, the car parks, fight your way through the villainous community, the skin-heads, the Beastie Boys, the bouncers. This is just the tip of the iceberg on you chilling quest to confront "MR. BIG".



**PLATOON** Lead your Platoon deep into enemy territory, you can almost feel the humidity, sense the threatening dangers as you encounter the enemy and his many booby traps. Having found the underground maze of tunnels, enter at your peril! Enemy soldiers lunge at you from the murky waters within, but this is the only way you can find vital information. If you come out of this alive, you'll be just one of the few!
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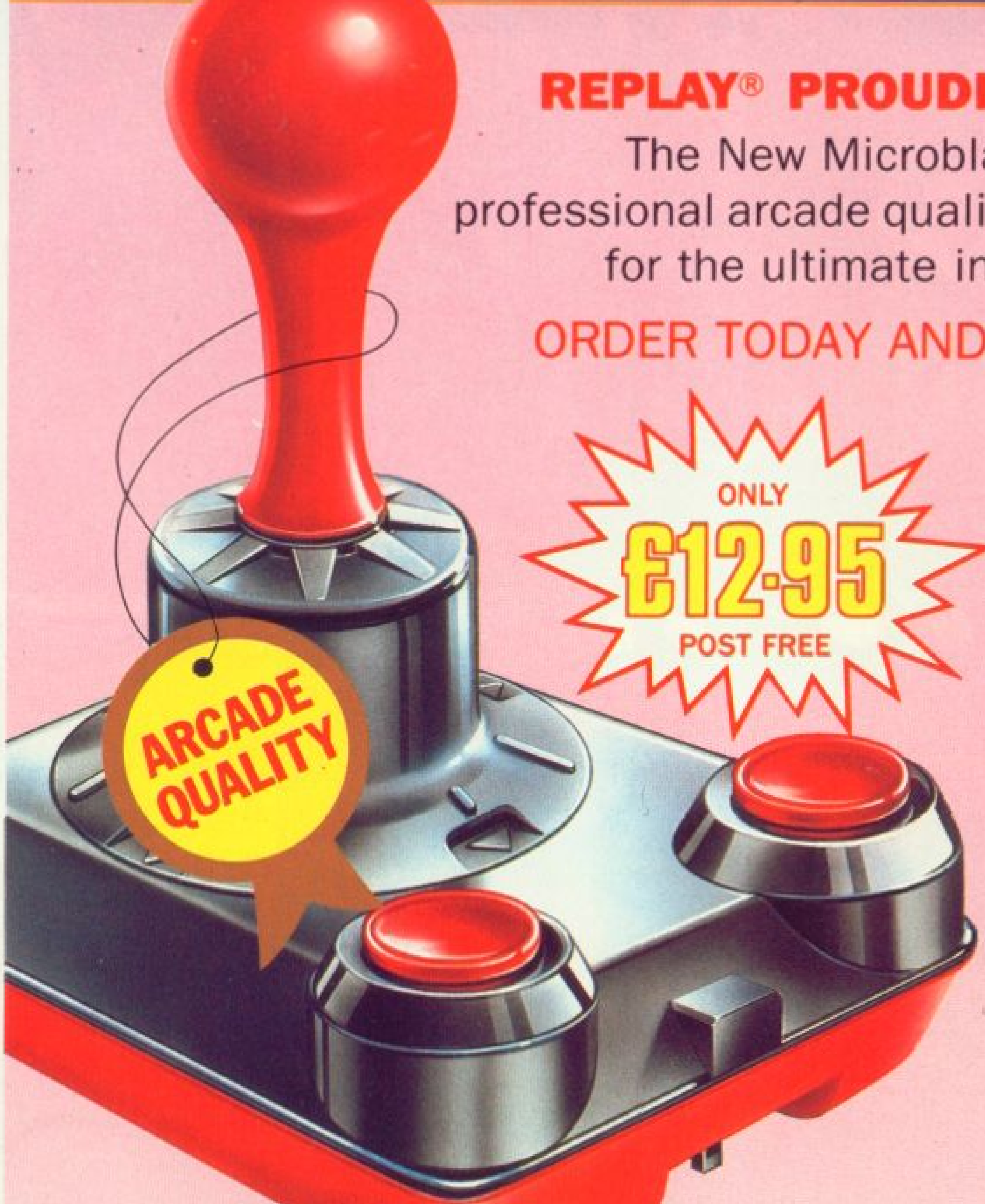

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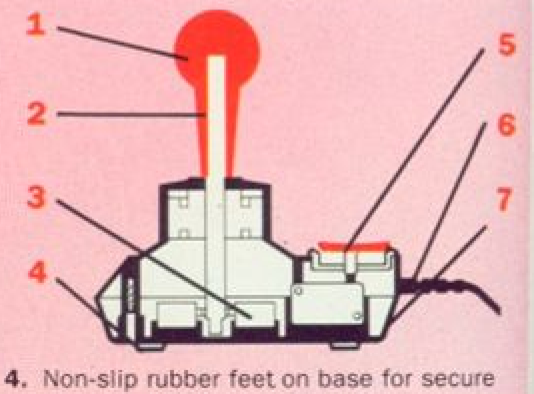

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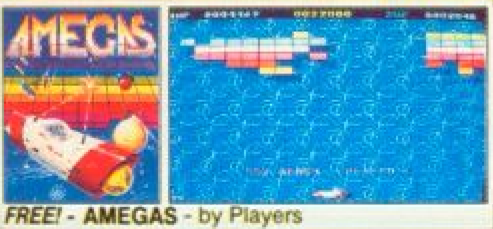

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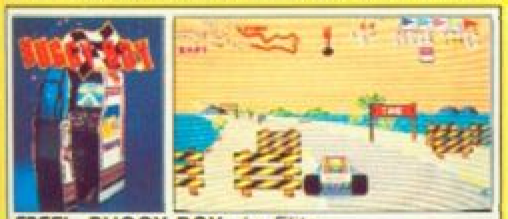

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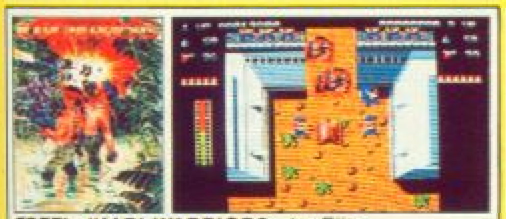

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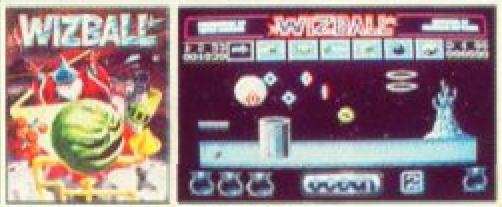

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# UPDATES: AN AT

## AMIGA

### IMPOSSIBLE MISSION II

**EPYX £19.99dk**
**C64 version reviewed issue 9 – ACE rating 785**

The follow-up to the wonderful *Impossible Mission* was a slight disappointment when it first appeared on the C64, and the Amiga version is even more so. It's a fun arcade adventure, but the graphics and sound effects are poor. A bit more thought and it could have been so much better.

**■ ACE RATING 670**

### LOMBARD RAC RALLY

**MANDARIN £24.95dk**
**Atari ST version reviewed issue 16 – ACE rating 674**

The sound effects have been improved, so that it sounds more like a car than a cat. The gameplay remains the same – which is a shame because the driving sequences need improving in terms of the impression of speed and collision detection.

**■ ACE RATING 674**

### PURPLE SATURN DAY

**EXXOS £24.95dk**
**Atari ST version reviewed issue 17 – ACE rating 912**

Hard to tell the versions apart, which is a testament to how good the ST one was. The pictures are magnificent and the gameplay varied and riveting.

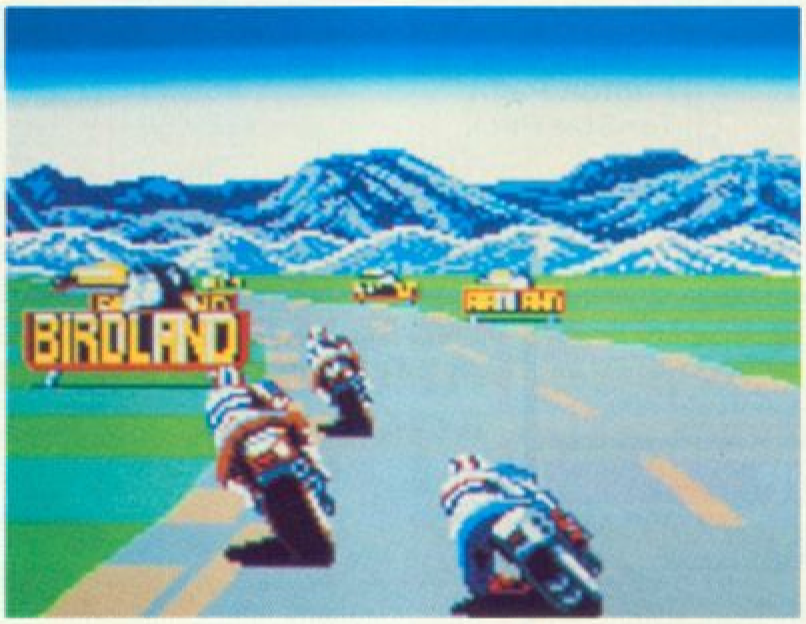
**■ ACE RATING 912**

### SUPER HANG-ON

**ELECTRIC DREAMS £24.99dk**
**Atari ST version reviewed issue 13 – ACE rating 892**

The sound effects stand out as special, as do the superb graphics. Action is as rip-roaring as the ST and the graphics have been improved a good deal. High-class racing.

**■ ACE RATING 910**



**(Main Picture, Right)**
**Amiga - *Super Hang-On.***

### WARLOCK'S QUEST

**ERE £19.99dk**
**ST version reviewed issue 9 – ACE rating 630**

A nice-looking *Cauldron*-like game for the larger machines. Good graphics and great sound effects but little in the way of addictive gameplay. Collect objects, shoot baddies, know the sort of thing?

**■ ACE RATING 620**

## AMSTRAD

### NETHERWORLD

**HEWSON £9.99cs, £14.99dk**
**C64 version reviewed issue 13 – ACE rating 820**

Plays very closely to previous versions but isn't as impressive graphically. This should not spoil what is otherwise an enjoyably original game.

**■ ACE RATING 783**

### THE TRAIN

**ELECTRONIC ARTS £8.95cs, £14.95dk**
**C64 version reviewed issue 5 – ACE rating 641**

Take command of a steam train behind German lines during lines during WWII and drive it to freedom. Simple strategy interspersed with the occasional arcade sequence. Too easy to complete to keep you busy for long.

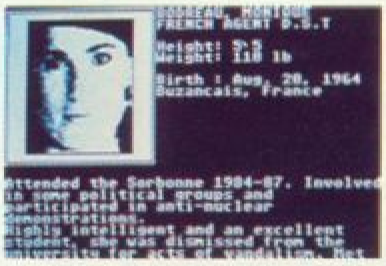
**■ ACE RATING 641**

### TRIVIAL PURSUIT: A NEW BEGINNING

**DOMARK £14.95cs, £19.95dk**
**Amiga version reviewed issue 16 – ACE rating 614**

The graphics are not too hot on the CPC but they always were unimportant to a trivia game. Same questions and gameplay as other versions.

**■ ACE RATING 597**



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**ST - *President is Missing.***

## ATARI ST

### THE PRESIDENT IS MISSING

**COSMI £24.95dk**
**PC version reviewed issue 12 – ACE rating 785**

Everything fits on one disk, so there's none of that swapping to do. The menu system is also much improved by the use of the mouse. These improvements speed things up considerably when investigating. The task remains the same, so this is a great one for those requiring some mental exercise.

**■ ACE RATING 818**

**ST - *R-Type.***

### R-TYPE

**Electric Dreams £24.99dk**
**Spectrum version reviewed issue 15 – ACE rating 871**

The superb Irem classic makes it onto the ST at last, but a little disappointingly. The graphics are colourful and the gameplay's good but it's just not as remarkable as you'd expect after seeing the excellent Speccy version. Still a great shoot-em-up though.

**■ ACE RATING 849**

## C64

### HELLFIRE ATTACK

**MARTECH £9.99cs, £14.99dk**
**Atari ST version reviewed issue 16 – ACE rating 554**

An improvement on the 16-bit versions but not dramatically so. It's still repetitive blasting but the enemy behave sufficiently nastily to make the flying interesting. Graphics and sound are respectable too.

**■ ACE RATING 607**

### MENACE

**PSYGNOSIS £9.99cs, £12.99dk**
**Amiga version reviewed issue 15 – ACE rating 678**

The fast and furious arcade style shoot-em-up has been well converted to the C64, with all the features present. It's a good blast, but don't expect to be playing it in several month's time.

**■ ACE RATING 678**

### RETURN OF THE JEDI

**DOMARK £9.95cs £12.95dk**
**Atari ST version reviewed issue 16 – ACE rating 854**

A terrific coin-op conversion with plenty of frantic flying and blasting. Good sound and good graph-

# -GLANCE GUIDE

ics complement the equally good gameplay, making this the most enjoyable of the Star Wars trilogy of games.

■ **ACE RATING 854**

### TRIVIAL PURSUIT: A NEW BEGINNING

**DOMARK £14.95cs, £19.95dk**
**Amiga version reviewed issue 16 - ACE rating 614**

The graphic presentation is good but once again it's just a frippery which makes little difference to the game. Same questions, same gameplay.

■ **ACE RATING 614**

### SERVE & VOLLEY

**ACCOLADE £9.95cs, £14.95dk**
**PC version reviewed issue 17 – ACE rating 701**

**C64 – *Serve and Volley.***

Very close to the PC version, with all the same elements included. The graphics are reasonable – you can see the ball's position clearly. Same gameplay for the timing and selection of shots.

■ **ACE RATING 701**

## PC

### PHANTOM FIGHTER

**MARTECH £24.99dk**
**Amiga version reviewed issue 17 – ACE rating 729**

Unlike the Amiga version it only has vertically-scrolling levels. The graphics are good, even in CGA. The problem is, it's very difficult.

■ **ACE RATING 688**

### HEROES OF THE LANCE

**SSI £24.99dk**
**Atari ST version reviewed issue 14 – ACE rating 844**

The initial set-up procedure is diabolical, but you only have to do it once. The graphics and animation are attractive, again even in CGA.

■ **ACE RATING 844**

### SPEEDBALL

**IMAGEWORKS £29.99dk**
**Atari ST version reviewed issue 14 – ACE rating 834**

Should prove as addictive to PC owners because everything has converted beautifully. It looks good in all graphic modes and plays fast.

■ **ACE RATING 862**

### ROCKET RANGER

**CINEMAWARE £29.99dk**
**Amiga version reviewed issue 15 – ACE rating 814**

Another excellent job of conversion makes this very attractive on the PC. The graphics have come over well, although some sequences have been changed. Notably there's no conversation on the Zeppelin.

■ **ACE RATING 814**

### BATTLE CHESS

**INTERPLAY £24.95dk**

The standard of chess played is similar and the animation has come across in good shape. There are even the digitised sound effects to help things along. The novelty will wear off but it's one that you will come back to often.

■ **ACE RATING 722**

### SKATE OR DIE

**ELECTRONIC ARTS £24.95dk**
**C64 version reviewed issue 4 – ACE rating 878**

It's been a long time coming onto the PC and unless you're a younger PC owner or are really into the skateboard scene, you'll find it lacks variety and depth. The ability to play with up to seven friends bumps up its rating a little.

■ **ACE RATING 655**

**C64 – *Menace***

### AIRBORNE RANGER

**MICROPROSE £24.95**
**C64 version reviewed issue 4 – ACE rating 801**

Graphics are merely average on EGA and work downwards through the standards; however, sound has been used reasonably well. The original C64 gameplay remains intact – although a touch slower – but scrolling is juddery and the gameplay is starting to show its age a little.

■ **ACE RATING 748**

## SPECTRUM

### FIRE AND FORGET

**TITUS £8.99cs**
**Amiga and ST versions reviewed issue 12 – ACE rating 618**

Drive through enemy territory blasting all and sundry. The graphics are good and it's a fast and furious blast, but there's just not enough in it to keep you playing for long.

■ **ACE RATING 610**

### MINI PUTT

**ACCOLADE £8.95cs, £14.95dk**
**C64 version reviewed issue 6 – ACE rating 586**

The graphics did not stretch the 64, so they have translated fairly well. The somewhat silly gameplay has also travelled well. The ball does stop a bit suddenly, but otherwise the game behaves fine.

■ **ACE RATING 623**

### TRIVIAL PURSUIT: A NEW BEGINNING

**DOMARK £14.95cs, £19.95dk**
**Amiga version reviewed issue 16 – ACE rating 614**

Same old game and the graphics are OK too. Surprisingly it's got quite nice sound effects as well.

■ **ACE RATING 614**

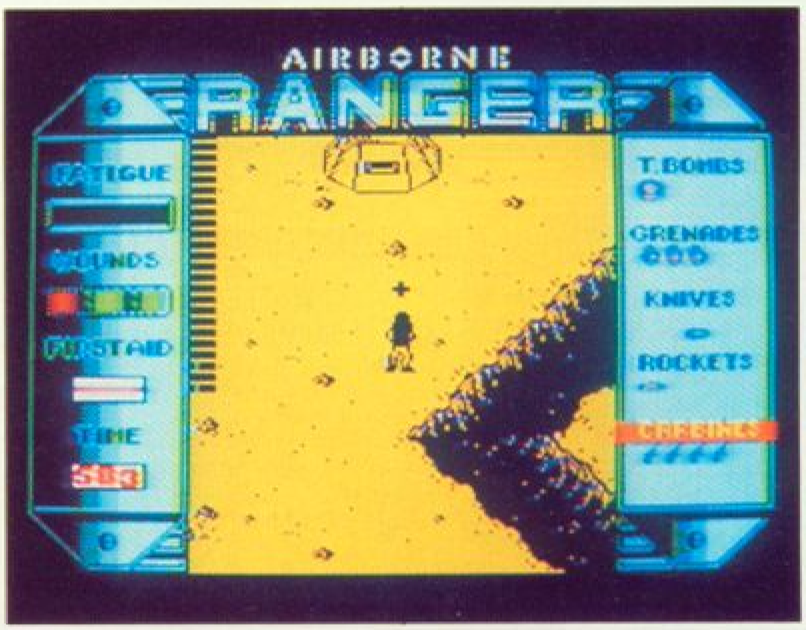
### AIRBORNE RANGER

**MICROPROSE £9.95cs, £14.95 dk**
**C64 version reviewed issue 4 – ACE rating 801**

The small monochrome display leaves a lot to be desired, and the unintelligent game structure and loading system mean that each mission has to be reloaded – even when wanting to replay the same one. Impatient cassette owners should really steer clear.

■ **ACE RATING 535**

**Spectrum – *Airborne Ranger***



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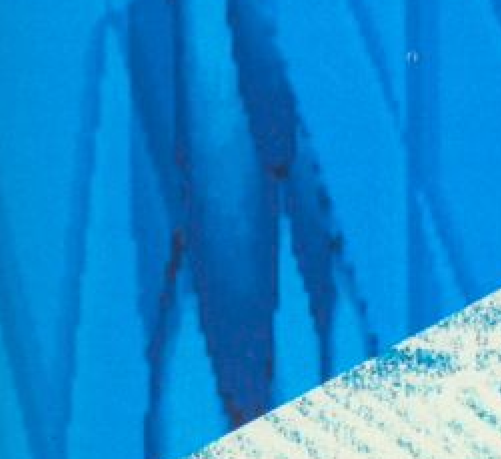
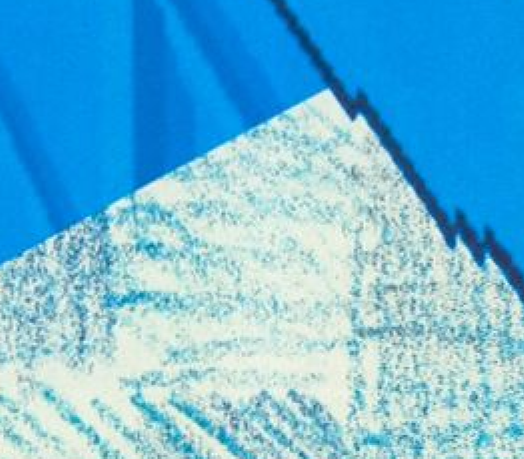
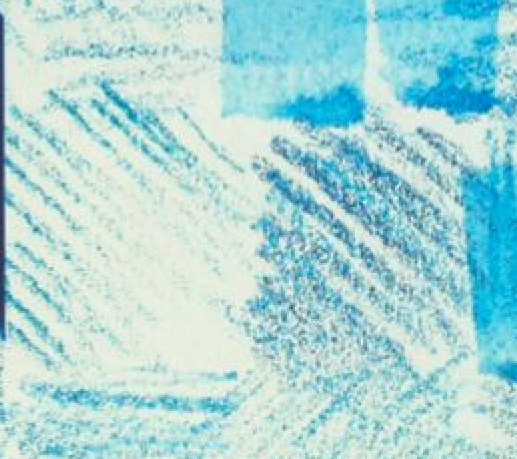
# STUDY IN 256 SHADES OF BLUE

**The hardware to run it might set you back thousands of pounds, but Electronic Arts could well have produced the ultimate computer art package. Brian Larkman explores *Studio 8*.**





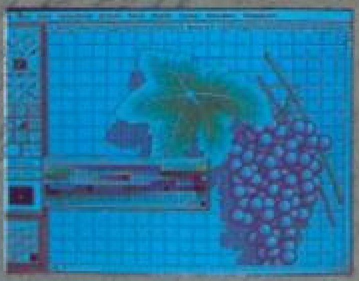


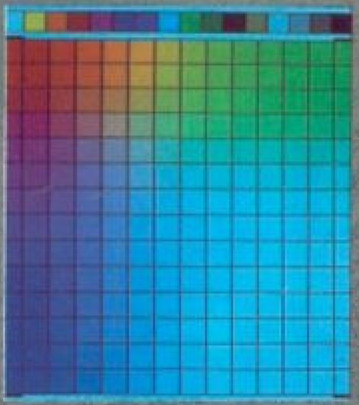
# MIXING THE PALETTE

At first sight, this account might seem to describe a program that is nothing out of the ordinary. What makes *Studio 8* unique is the range of options for every function – the complete control that it offers. Almost everything can be customised to the user's preferences and saved for later re-use. The range of options is far too broad to describe fully here so let's instead look in detail at just one area, the colour palette.

*Studio 8* can use a palette of 256 colours, accessed by moving the pointer over the colour indicator and holding down the Mac II's single mouse button. The palette pops up and by sliding the pointer sideways onto it any colour can be selected (top picture). Similarly, background and 'frame' colour can be changed whenever required. Moving off the palette with the button still held 'tears' it off to be placed anwhere on screen. Below the colour indicator is a box displaying the 16 most recently used colours. Any of these can be selected at any time.

Amongst the Tool icons is a 'Colour Pickup Tool', which allows any colour on the screen to be selected. If the Command or Option keys are held, the background or frame colours can be chosen. Double-clicking on any colour in the palette while the Colour Pickup Tool is selected brings up the Colour Edit window. This allows the relative red, green and blue values to be edited using RGB and HSB (Red-Green-Blue and Hue-Saturation-Brightness) sliders.





A complete menu of twelve items is given over to colour. Several of these are duplicates of icon selections but most are unique and all bring up a separate dialogue window. The heart of the system is the 'Customise Palette' dialogue, the work area of which consists of 32 rows of 32 cells, 1024 in all. This allows plenty of room for moving and sorting colours. From here buttons give access to a variety of methods of mixing colours including 'Colour Square' and 'Colour Mixer'.

Colour Square (bottom picture) provides graduations. When you position the primary colours you intend to use at each corner, each intervening cell, horizontally, vertically and diagonally becomes part of a range of tints between them. Anyone who watched the 'Painting With Light' series on television will have seen Quantel's version of Colour Mixer.

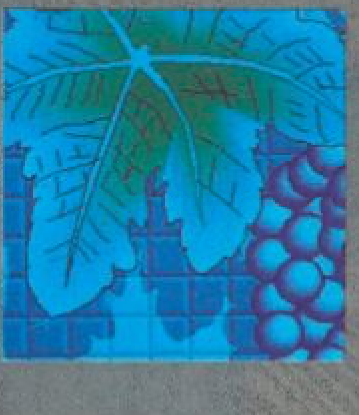
A range of primary colours and a mixing area are provided. The artist picks up a colour and lays it down at random in the mixing area. Picking up another hue, this can now be mixed with the first to produce a range of intermediate shades. Any of these that seem suitable can be added to the main palette. This system is so familiar to artists and designers that it alone makes *Studio 8* an ideal professional tool.

# MAKING THE GRADE

Perhaps the most exciting and versatile function of *Studio 8* is gradients. To produce a smooth transition from one colour to another or from light to dark across a surface, a range of gradients must be available. Most multi-colour painting systems provide this facility, but *Studio 8*'s method is perhaps the most simple and effective.

The ranges of colours and shades are produced for the palette using the 'Define Gradients' dialogue. Up to eight sets of thirty-two-colour gradients can be designed by placing the extremes at either end of a set of cells. The best intermediates are chosen from the available colours in the custom palette or from the total 16 million available colours.

The chosen gradients are then available via the Gradient Selector window on the Tools window of the drawing screen. Once a gradient is selected it becomes the fill for all tools that are filled, including circles, polygons and freehand shapes. Drawing any shape not only produces an outline, but also a rubber-banded line coloured from end to end with the gradient, one end of which is constrained at the centre of the shape. Clicking the other end, outside the outline, produces an even, parallel 'highlight' and the gradient fills the shape from that point as a series of contours – very powerful, but very simple.



Unless you live in California, calling the Mac II a home computer seems ridiculous but, like the original Mac before it, the Mac II shows the way that home computing is likely to go over the next few years. Running a Motorola 68020 or 68030 processor gives it fast and powerful graphics capability – 256 colours on-screen from a palette of 16 million, using an 8-bit video card, or all 16 million with a 24-bit card. There is a price to pay, though: to produce a full screen image in 256 colours, *Studio 8* requires a minimum 2 meg of RAM, an 8-bit video display card and a hard disk.

Even though the hardware required is very expensive, as soon as you see a full-colour image on screen at high resolution the meaning of words like 'cheap' and 'expensive' disappears. And the tools with which you spread those beautiful pixels around are so comprehensive, so powerful, and above all, so easy to use that the temptation to sell your car or house becomes overwhelming.... get thee behind me, Exchange and Mart!

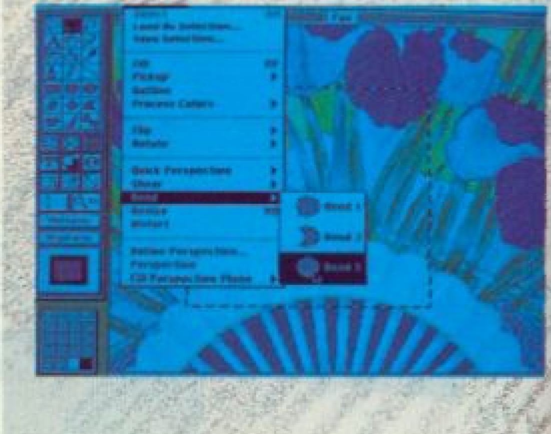
### APPLE SKIN

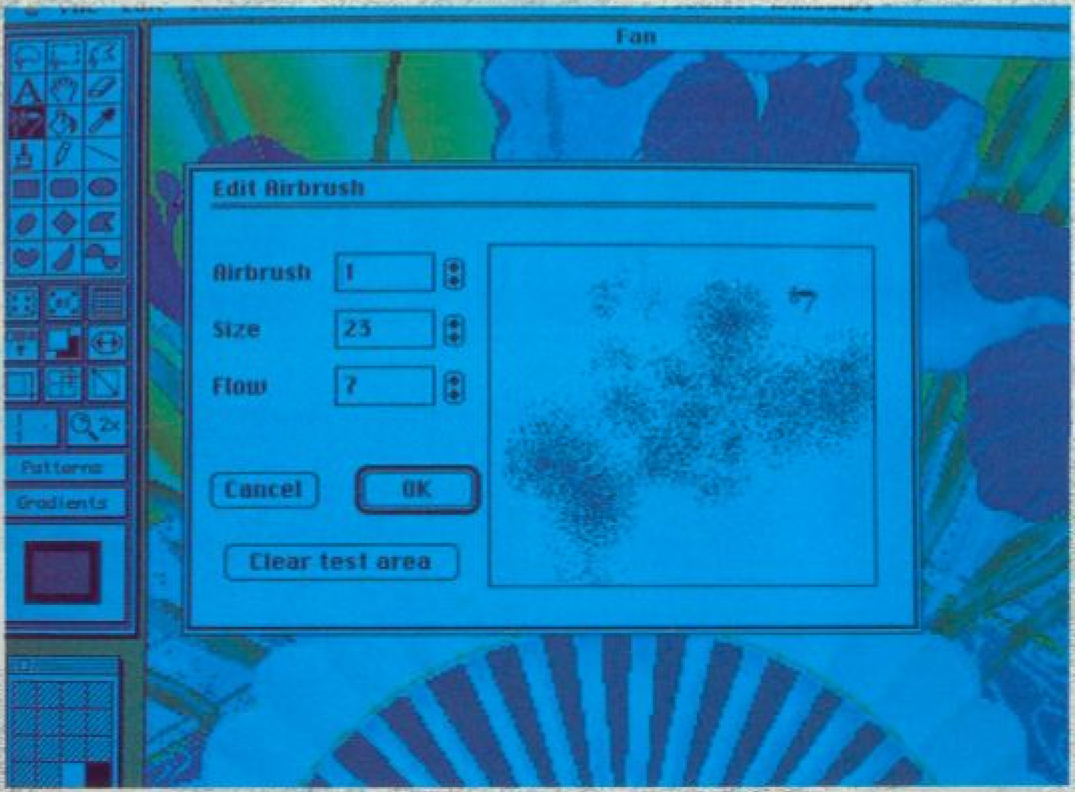
On first sight, it can be a surprise to see the user interface of *Studio 8* looking almost the same as those used by *MacPaint*, *MacPaint II*, *Pixel Paint* and several other Macintosh paint systems. Apple's 'closed system architecture' imposes a system of windows, gadgets and dialogues on software developers to give all Mac programs a similar 'look and feel'. New users only need to learn the interface once, with the first software package they use. From then on, the mode of operation is always familiar. Commodore have tried less successfully to impose similar constraints with the Amiga and its 'intuition' interface.

Initially *Studio 8* seems to provide all the expected drawing and painting tools without offering anything spectacular. Most of the icons visible are familiar and almost anyone could produce a reasonable image immediately, without using the excellent manual (bound like an expensive non-fiction hardback). Nevertheless, when the facilities are actually used their real power becomes apparent. For starters, with the high resolution and the range of colours, even the most mundane line-drawing tool produces a fine image. This might be expected from a superior machine such as the Mac II, but all the same it is a joy to experience. Even the dragging of a simple line or box is smooth and instantaneous in an almost liquid motion.

Behind the familiar facade, *Studio 8* hides a wide range of new and powerful tools. Almost

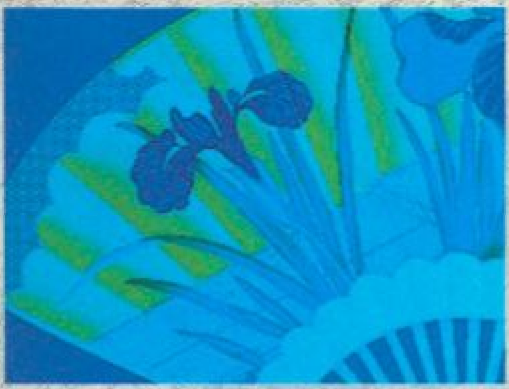
**Working on a picture using the familiar Macintosh system of pull-down menus.**





Airbrush 1
Size 23
Flow 7

**(Above) Defining the first airbrush.**
**(Below) The completed picture.**



every facility imaginable has been included, the simpler ones near the surface of the system and the more complex ones at slightly deeper levels. There is only room here to describe a few of these, but they'll serve to illustrate the hierarchical nature of the program. It is the beautiful and simple way that this hierarchy has been arranged that makes *Studio 8* so impressive.

### MODIFIERS

Although the user interface is different, Amiga DPaint users would have no difficulty getting to grips with the use of 'Modifiers' to control the actions of the common tools. Nine Modifier icons in a separate block determine such variables as which colours are picked up on a custom brush or whether boxes and circles drag out from centre to edge or corner to corner. Almost every function can be affected by one or more of these but only modifications that are likely to need frequent toggling are included in this block. Other, less common parameters are slightly deeper in the system, not quite as obvious as the 'speed-tools' displayed as icons.

### MENUS

The menu system of the Macintosh has been copied or at least 'emulated' by most computer systems using a WIMP interface. Where the Mac scores is in ease of use. Using a high resolution means that menu items can be smaller, so they can be more widely spaced, allowing easy 'positive' selection.

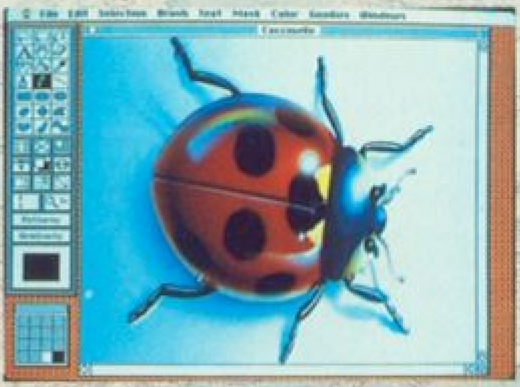
Nevertheless, menu selection is slightly more cumbersome than icon selection and so is used for specific tasks such as brush or 'selection' modification, as well as to duplicate a number of the functions obtainable by other means. Take the 'Toolbox' as an example. Double-clicking on most icons brings up one of a series of dialogue boxes which are also available on menus. The specific parameters of almost every tool type can be set using these. Eight different airbrushes can be selected: each can have its size and flow-rate independently set to vary over quite a wide range.

### KEYBOARD EQUIVALENTS

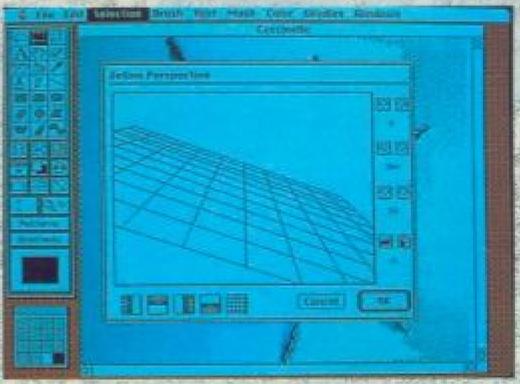
Once the required range of brushes has been set in the airbrush dialogue, each of the eight defined brushes can be called up using the up and down arrows, and the number of the one currently selected is displayed on the airbrush icon. Almost every function available using the mouse with icons, menus and dialogue boxes is also available from the keyboard: the nine modifier toggles, for example, are set by 1 to 9 on the keypad. Experienced users will find this invaluable for speeding up drawing operations. It's what your left hand is for!

### PROFESSIONAL: SYSTEM AND PRICES!

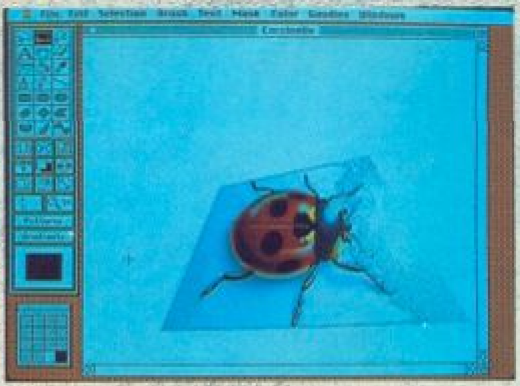
It is a remarkable thing to have to write but at the moment *Studio 8* seems to be the perfect painting system – NO faults or omissions could be found of any kind. At the start of writing this review, the Mac II system used to test *Studio 8* (provided by COMPUTYPE, York) has already been very reluctantly handed back. Now, thanks to PENNINE COMPUTERS, Halifax, another system is available. Over the next few months the program will be tested vigorously and hopefully the images that result will appear in ACE along with any criticisms. Now it's only the screen that is 256 shades of blue, not the reviewer!



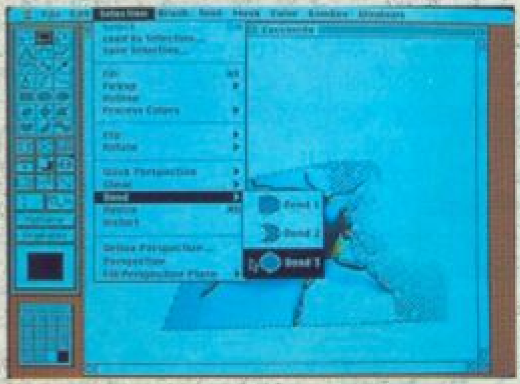
**Anyone who is already familiar with Mac software will recognise the system of menus and tools displayed on the screen.**



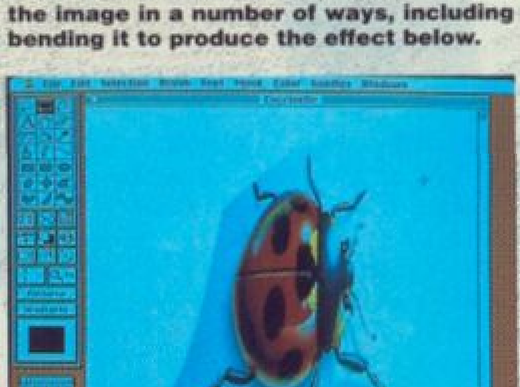
**From the Selection menu the Define Perspective facility can be used to rotate the grid on which the image lies...**



**...to produce a completely different view.**



**Other facilities offered on the Selection menu allow the user to play about with the image in a number of ways, including bending it to produce the effect below.**



# GRAPHIC ACCOUNTS

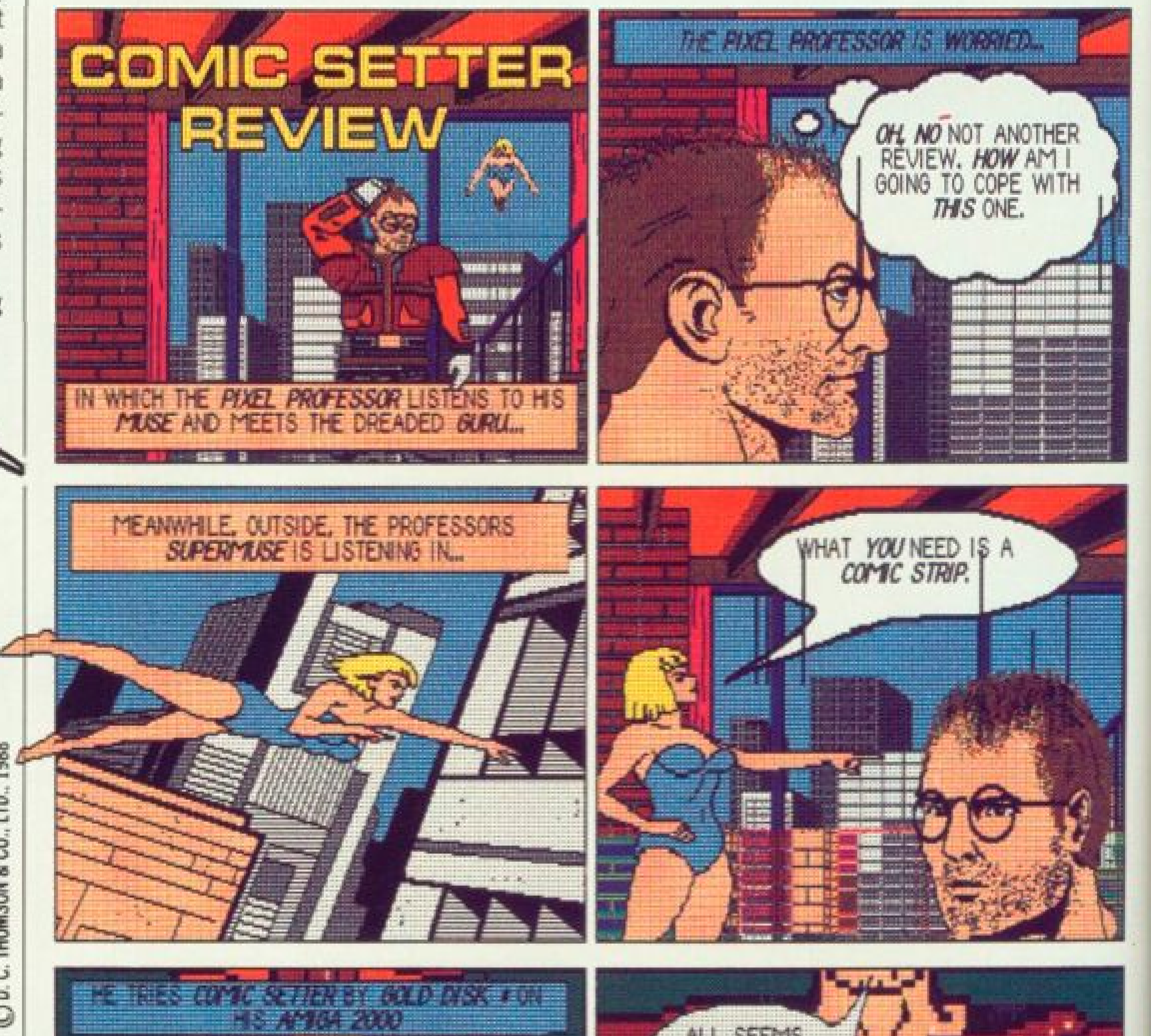
### DESK TOP COMICS

Comic strips, from Flash Gordon to the Thundercats, must be the most enduring popular art form of this century. Seeing as Desk Top Publishing seems to be 'the serious business art-form of the moment' it was only a matter of time before someone brought out a comic version. Typically, *Comic Setter* was designed for the Amiga by Gold Disk, publishers of arguably the most serious DTP system for the Amiga, *Professional Page*.

If a 'communication' package of this nature is any good it should be capable of advertising itself, so the strip on this page is a straight printout on a Xerox 4020 of one page of a *Comic Setter* document. It was produced in a few hours from scratch using almost exclusively the clip-art provided (slightly modified using *Deluxe Paint II*). Apart from a couple of crashes and a few spurious lines and colours the system worked perfectly, was lots of fun and is highly recommended.

***Comic Setter* Gold Disk/H B Marketing (0985 444433) £69.95.**

© D. C. THOMSON & CO., LTD., 1988



COMIC SETTER REVIEW
IN WHICH THE PIXEL PROFESSOR LISTENS TO HIS MUSE AND MEETS THE DREADED GURU...
THE PIXEL PROFESSOR IS WORRIED...
OH, NO NOT ANOTHER REVIEW. HOW AM I GOING TO COPE WITH THIS ONE.
MEANWHILE, OUTSIDE, THE PROFESSORS SUPERMUSE IS LISTENING IN...
WHAT YOU NEED IS A COMIC STRIP.
HE TRIES COMIC SETTER BY GOLD DISK * ON HIS AMIGA 2000
* HB MARKETING 0895 444433 69.95 ED.
ALL SEEMS QUICK AND EASY...
LOTS OF CLIPART...
...BUT A COUPLE OF VISITS TO THE GURU..
BTOOM!
ARRRGGHH!
THE GURU IS A CRASH.... ED
FINALLY, A RESULT...
NOT THAT STRIP, PROFESSOR.....

### MICRO DESIGN

Considering how much hype is being given to Desk Top Publishing these days, with systems leapfrogging each other in their attempts to offer more and more professional facilities, it is nice to find a page design program that is deliberately simple and straightforward in the way it operates. Because the dot-matrix output from most bit-mapped screen oriented systems is so awful, DTP applications have almost exclusively committed themselves to laser printers and therefore to unwieldy object page manipulation systems.

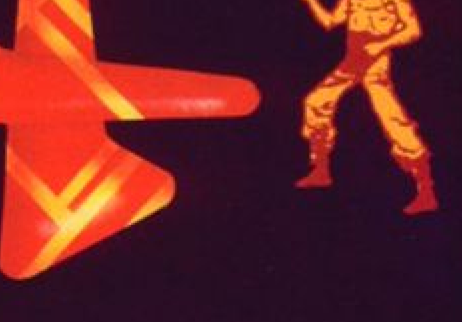
*Micro Design* starts by looking at the end product: providing a screen dump of absolutely exceptional quality even from a 9-pin dot matrix printer. This means that a screen-page design system can be used that is beautifully simple though quite powerful, even though such esoteric features as kerning and leading are not supported. The new PC version is far removed from the Amstrad CPC program reviewed in ACE 11 though the unique interface is similar. A full review follows but in the meantime hassle your dealer to see it in action. This is DTP for ordinary people.

***Micro Design* Creative Technology (0899 567160). Price to be announced.**

C U
SCREEN STAR
IK+

'THE ULTIMATE MARTIAL ARTS SIMULATION'

GAME DESIGN
PROGRAMMING
GRAPHICS
ANIMATION
SOUND FX
ARCHER MACLEAN
MUSIC BY
DAVE LOWE
© 1988 ARCHER MACLEAN



IK+ is now available in 16 bit format as a follow up to its No. 1 chart position on the Commodore 64.

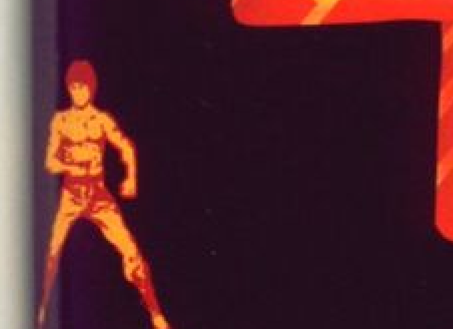
Archer MacLean, the creator of the original IK, has completely rewritten and vastly improved the game to make IK+ the ultimate martial arts simulation.

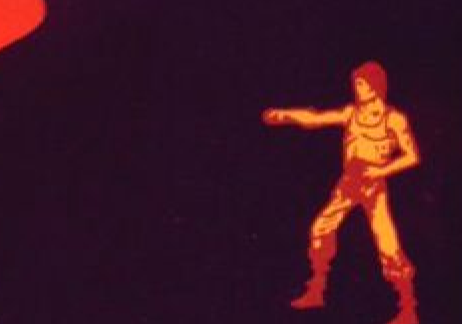
It features super smooth animation, instant response and extremely addictive all round playability. And what's more every head-butt, face slap and gut punch is accompanied by life-like digitised sound effects.

IK+ contains superb graphics and a great deal of attention has been put into the fully animated sunset – right down to the leaves falling from the tree and piling up on the ground. The fighters' shadows are even slanting away from the sun. In addition there are dozens of features, adjustable by keyboard, such as the game speed, the music volume and various secret codes.

So, if you are ready for the ultimate in Martial Arts, IK+ is for you!

Now available for the Amiga at £24.99, also available on C64 cassette and disk, Spectrum, Amstrad cassette and disk, and Atari ST.





Amiga screen shots shown

© COMPUTER GAME
ARCHER MCLEAN

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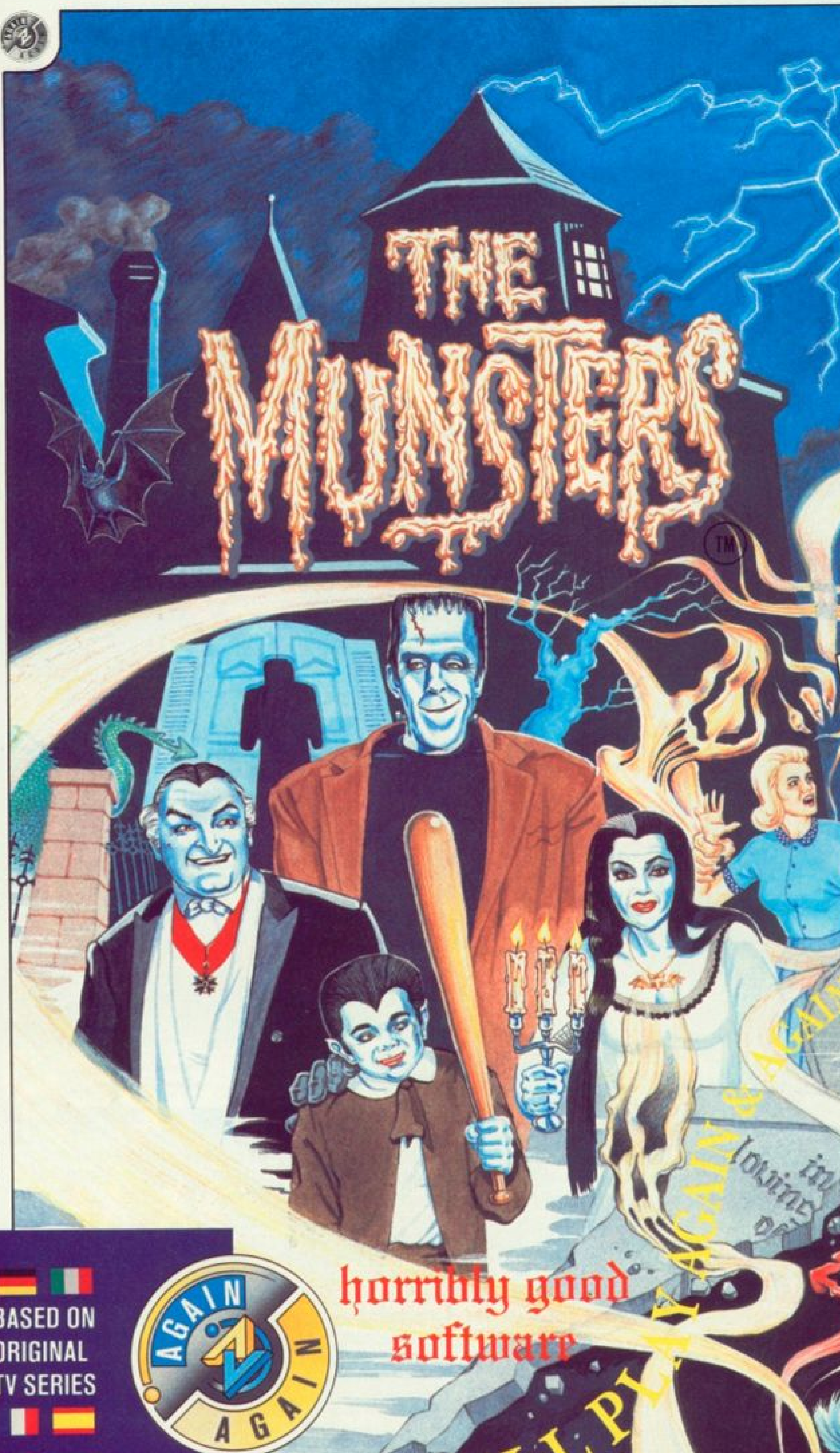
THE MUNSTERS™
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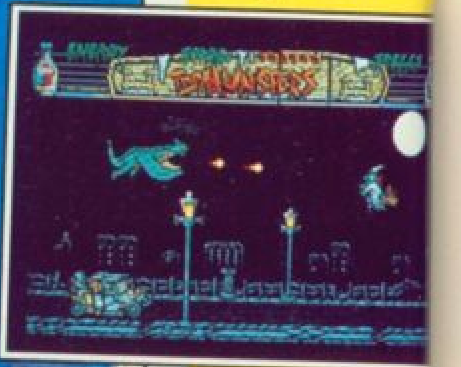
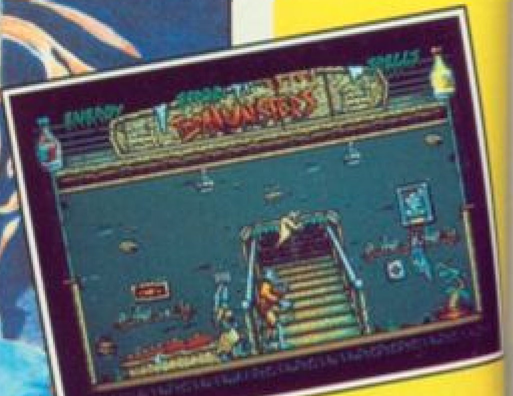
AGAIN AGAIN
horribly good software
GAMES YOU'LL PLAY AGAIN & AGAIN & AGAIN
RIP
in loving

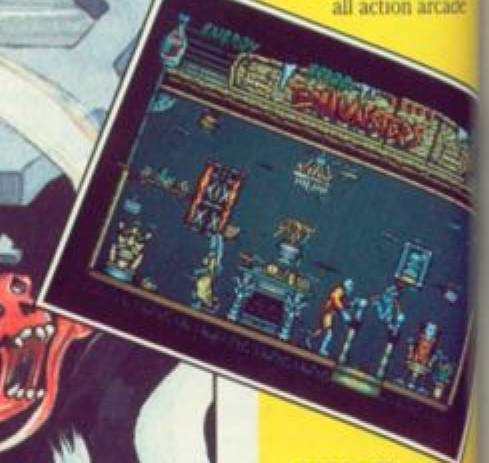
From the depths of the darkside, 1313 Mockingbird Ave has been invaded by Ghouls, Zombies, Vampires, Ghosts . . .


ENERGY
THE MUNSTERS
SPELLS

Makes your blood run cold doesn't it? Because the munsters are such nice guys Old Nick has decided to teach them a lesson in "ghoulology" and brin them back to the underworld. To this end they have


ENERGY
THE MUNSTERS
SPELLS

kidnapped Marilyn – the swine! Herman, Eddie, Grandpa and Lily need your help to rescue her but, can you handle it? The Munsters The Game, based on the television series. This is a multi role all action arcade


ENERGY
THE MUNSTERS
SPELLS

game, with superb graphics and gameplay ENJOY IT NOW!
Screen shots from ST version

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FORMAT

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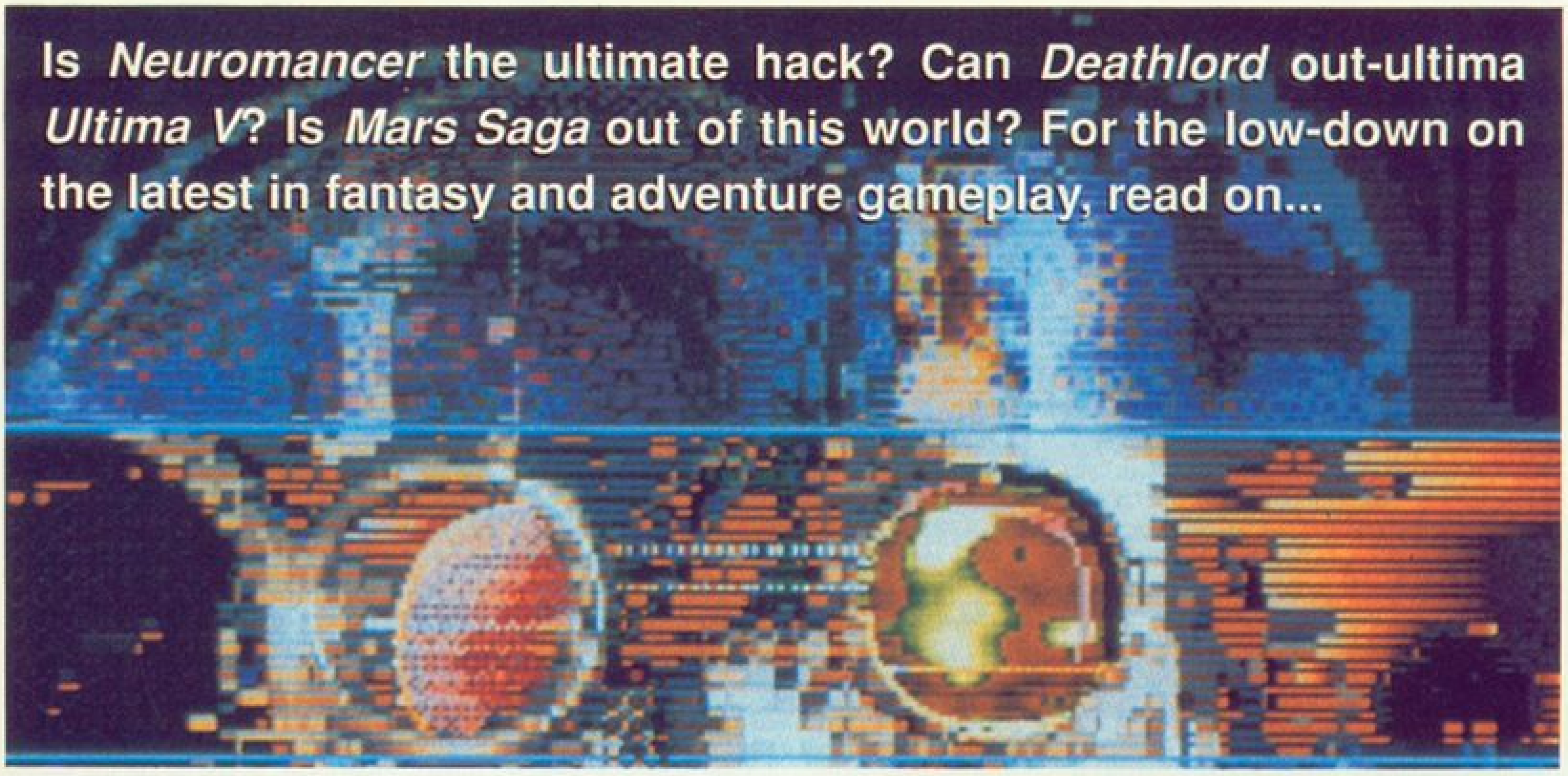


Is *Neuromancer* the ultimate hack? Can *Deathlord* out-ultima *Ultima V*? Is *Mars Saga* out of this world? For the low-down on the latest in fantasy and adventure gameplay, read on...

# NEUROMANCER

## ELECTRONIC ARTS get into cyberpunk...

**EVERY** now and then along comes a game (or a novel – Clockwork Orange, for example) that attempts to create its own culture through the use of crazy language, outrageous ideas, and barely-controlled invention. *Neuromancer* is such a game, along with *Tass Times in Tonetown* and (to a lesser extent) *The Worm in Paradise*. Forget trolls and hobbits, this is cyberpunk country and if you can't take it, cybermo, you're a scummy wilson...or neuro-words to that effect.

The core of this new game from Interplay, responsible for the *Bards Tale* series and *Wasteland*, is an endless quest for clues through the interrogation of on-line databases and game characters. As a cyberspace cowboy, you move jerkily and slowly across a head-on display of the surroundings, your actions dictated by a limited icon which is set at the bottom of the screen.

Your prime interest in life is hacking, but we're not talking conventional byte banditry here. This is hacking in the far future, when you have a little socket behind your ear for plugging in skill-ROMS, and interrogating databases means literally plugging yourself into the network to do battle with the deadly Intrusion Countermeasure Electronics. Mess this one up, chum, and you don't just log off – you get terminal neural overload and fry.

| RELEASE BOX | | |
|---|---|---|
| **AMIGA** | £24.95dk | IMMINENT |
| **C64/128** | £16.95dk | OUT NOW |
| **IBM PC** | £00.00dk | IMMINENT |
| No other versions planned | | |

*Neuromancer* begins as a quest for information with the interrogation of a few characters and visits to a couple of nearby locations. Before long a cyberspace 'deck' is found, enabling you to log onto on-line databases. These are pretty tame but offer further opportunities for interaction with unseen characters via electronic mail.

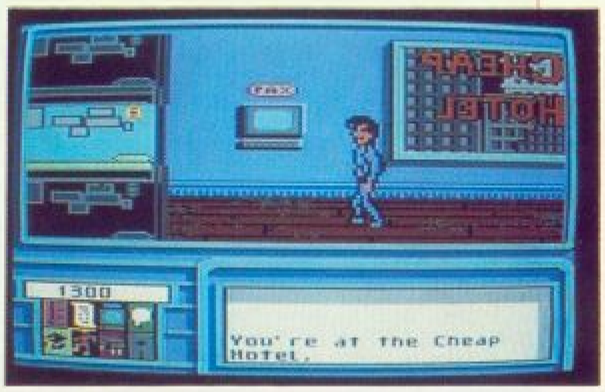
Going into cyberspace is another matter altogether. Instead of simply seeing text on-screen, cyberspace represents the global communications/database network of the future as a world in itself, through which you move as a disembodied entity searching for the secret behind the disappearance of your fellow silicon cowboys. For this quest, you need more expensive equipment and more intricate software.

The search for funds and knowledge takes you through a number of scenarios in a world where people sell their organs for cash, lawbots arrest you at every opportunity, the World Chess Federation gets hoodwinked by rogue software (yours, of course), and Hitachi Biolabs carry out painful experiments on your lungs. Neural feedback, legal proceedings, and a host of other challenges conspire to reduce your constitution to zero, whereupon the Body Bank can be employed to 'kickstart' your dead brain... for a price, of course.

During the game you can communicate with other characters in a limited way by choosing from a small number of suggested chatlines. In response, they will offer services, information, or downright hostility. There are very few objects, as such, to be found – nor will you have to spend much time mapping in the early stages. You will, however, have to persevere in your attempts to crack the secrets behind the various databases and ensure your own personal safety.

For example, one of your first objectives is to pay your hotel bill. You only discover this by talking to a bartender and realising that you do not have enough cash. When you first log onto a database, you have the opportunity to earn money by offering your services to a Major Armitage. You can now pay your hotel bill. However, perseverance will enable you to hack into the hotel's billing system and simply erase your debt – a much better solution all round.

What *Neuromancer* really has going for it is originality. The game design, drawn from the original cyberpunk bible of the same name written by William Gibson, is excellent and always compelling. The puzzles are quite different in structure from any you will have encountered before and will require you to master skills by locating skill chips, taking copious notes of access codes and database details, and following up many blind alleys. The only drawbacks are slow gameplay at the beginning – you will have to play for several hours before the game really begins to take off – and the actual process of moving about is, on the Commodore version, rather slow.



You're at the Cheap Hotel.

**You're in the Cheap Hotel. On the wall behind you is a Public Access console, and in the coffin cubicle in front of you is a cyberspace port. Prepare to jack in...**

### THE ACE VERDICT

A very challenging game with considerable long term interest. However, you'll have to persevere in the early stages and follow a number of blind alleys before you can really get into cyberspace and start the big balls rolling...

| | | | |
|---|---|---|---|
| **LANDSCAPE** | **67** | **SYSTEM** | **89** |
| **CHALLENGE** | **94** | **ENCOUNTERS** | **78** |

# LEGEND OF BLACKSILVER

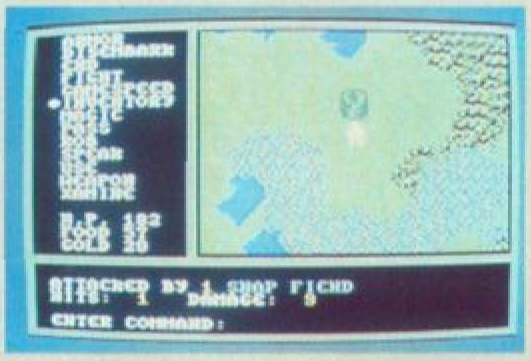
## EPYX/US GOLD summon the Bowel Roots...

**EPYX** are better known for their arcade software, so we were intrigued by the appearance of *Legend of Blacksilver*. It just goes to show how important fantasy/adventure software is becoming in the States. Can Epyx pull off a fantasy hit to rival the success of a masterpiece like *Impossible Mission?*

*Blacksilver* is a hybrid fantasy game with a screen presentation very similar to the *Ultima* series but without the option of forming a party. As a young serf, you answer the summons of Princess Aylea to rescue the kingdom of Bantross from the evil Baron Taragas. The King has been kidnapped, the noble wizard Seravol is entombed, and it's up to you to master magic and weaponry in your fight against the ungodly.

During the game, you manoeuvre your figure around a crude map very similar to the earlier *Ultima* games in concept. Every now and again nasty creatures pop up and challenge you, whereupon you can fight or flee. When you enter towns, the display changes and shows you the layout of the area and the interior of the buildings (when you enter them).

*Blacksilver* has a large number of gameplay options as you endeavour to maintain your character's attributes of Strength, Endurance, Dexterity, Intelligence, and Charisma. While fighting you can approach (and hope for a friendly reception), stalk, wait, or flee the foe. You can use your weapon cautiously or rashly in combat; you can find food by killing and skinning wild creatures, and you can earn favours from other characters by doing favours for them. You can threaten characters, barter with them, or surrender, and you can even do the chores in some of the shops to earn money.



***Blacksilver* – The map isn't that attractive, and the towns aren't much better.**

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A good compromise has been made with the map supplied with the game – it's blank, but you're given a number of stickers to show the names of the locations that you can put in to mark the appropriate positions when you've discovered them.

Unfortunately these gameplay features, while excellent in themselves, do not totally disguise the game's weaknesses. The lack of a party detracts considerably from the interest of the gameplay, particularly during combat. It may be amusing to be confronted by Fetid Wheezes, Bowel Roots, and Screaming Nugs to start with, but the excitement soon palls. Furthermore, your lack of control over the creation of your character makes it harder to identify with him.

Secondly, the map is smaller than those offered by other contemporary games of this type – *Ultima V* and *Bards Tale III*, for example – and the various locations are not terribly interesting. The *Ultima* games used to have the same problem and have solved it by making the characters you meet more significant, but this doesn't happen to anything like the same extent in *Blacksilver*.

What you're left with is a competent adventure with no tremendous surprises. In view of the competition currently available, this isn't enough to make it an essential purchase.

### THE ACE VERDICT

A quest that will occupy most players for long enough to get their money's worth, but is unlikely to have them on the edge of their seat while they do it. More spells, a party option, and a better map would have worked wonders...

| | | | |
|---|---|---|---|
| **LANDSCAPE** | **65** | **SYSTEM** | **72** |
| **CHALLENGE** | **88** | **ENCOUNTERS** | **70** |

**COR** strike me down with an arc laser – it's ANOTHER role-playing game. Having taken a tilt at *Ultima* with *Deathlord*, EA have at the same time flounced off to Mars in an effort to prove that they can produce a really hot RPG that isn't called *Bards Tale* and isn't by Interplay.

And, surprise surprise, they've succeeded wonderfully. *Mars Saga* is a gem of game – easy to play, quick to get into, and with a fair dollop of long term interest. It also has some very original touches that really pump up the ratings. Here goes...

*Mars Saga* is a skill-based RPG, which means that success comes from building a party of adventurers who each major in a set of useful talents. There are 21 skills to choose from, ranging from Administration through Blade-handling to Mining. These combine with a character's nine attributes to give each party member unique abilities and characteristics.

Your objective in the game is to discover why Mars has lost contact with one of its colonies. You start in Primus, the largest city, and will visit both Progeny and Parallax in your travels. Proscenium is due to be the largest city when completed, but it seems that the construction has not gone well...

Everything in *Mars Saga* is on a smaller

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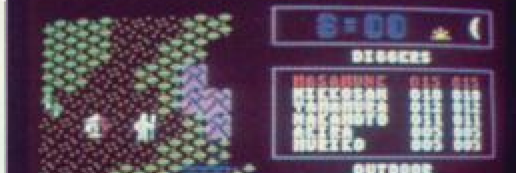
| No other versions planned | | |

**NOT content with their own hit series, *Bards Tale*, Electronic Arts have now produced a game that looks and feels very like the *Ultima* series, *BT*'s main competition.**

***Deathlord* challenges you and five other party members to sally forth and nobble an evil wizard. The contemptible familiarity of this scenario is somewhat compensated for by a good deal of wit and invention in the details of the scenario. Your ultimate objective is to collect seven words of power and six artefacts which, together with a good deal of combat practice, will enable you to emerge victorious.**

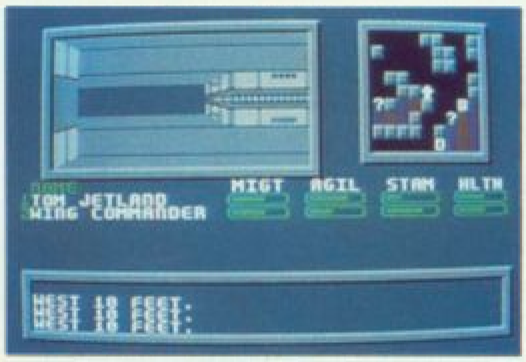
**Unlike the *Ultima* series, the character definition phase of *Deathlord* is extremely complex. There are eight races, ranging from human, through various hybrid forms of intelligent/semi-intelligent races, to the strong but stupid troll. There are also seven mental/physical attributes, including size**



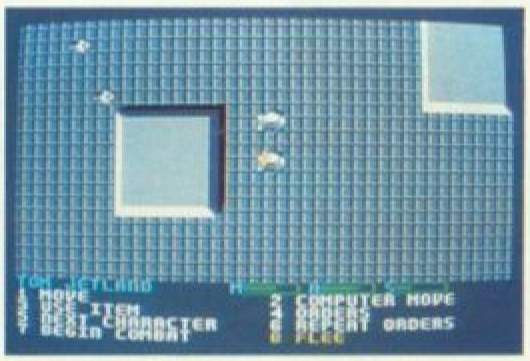
***Deathlord* – A very competent *Ultima* look-alike, and let's not forget it.**

# MARS SAGA

## ELECTRONIC ARTS and the beauty of simplicity



**On the move in Primus. *Mars Saga*'s on-screen map on the right can be toggled to take up the whole screen if required.**



**Combat in *Mars Saga* is complex and tactically satisfying. You can issue orders to each member and then watch them being executed (pardon the pun).**

scale than the larger RPGs, and this is what gives the game its charm. On-screen graphs show the status of your most vital attributes and there is an attractive graphics window showing your current location. The cities are each essentially giant multi-level mazes, but in addition there are exterior locations that you can only enter with a vac-suit. Vac-suits, of course, cost money, so the first thing you do is set out to find recruits and cash.

You can't exactly define characters in *Mars Saga*. What you do is go looking for them, finding recruits in bars, barracks, and so forth and then choose from amongst those who present themselves. If this sounds easy, it isn't – people don't put themselves forward until you've carved a reputation for yourself and so you face the early stages of the game in the company of only one or two companions.

The game is full of nice touches. Recruits tell you their life histories; there's an excellent on-screen mapping facility that includes keyed references to all significant locations you've visited; SAVEs are instant and numbered and do not require an extra disk. Finally, there's one of the best combat systems around...

Combat gives you an exploded top-down view as in *Ultima*, but with better graphics and more fight options – including the ability to invoke computer control for one or more characters if you're feeling lazy. In fact, to begin with it's wise to get the computer to fight all your battles for you so you can study tactics. After half-a-dozen fights or so, however, you begin to see that it's a lousy tactician and take command yourself.

During your wanderings you can log on to computer terminals to see if there's anything of personal interest. You can also exit to the surface, where you face less human opposition from Sand Lions, Crushers, Dust Worms and the like. Gameplay throughout is quick and smooth and, unlike its more complex brethren, does not require endless reference to combat tables and spell charts.

*Mars Saga* just goes to show that you don't have to be big to be beautiful. There are a number of RPGs around that force sloppy programming and unattractive displays on us, simply because the programmers have spent all their time dreaming up another dungeon level. Give me a game like this any day...

### THE ACE VERDICT

Not in the same class as *Ultima V* or *The Bards Tale III*, but its simple, direct gameplay makes a refreshing change.

| | | | |
|---|---|---|---|
| **LANDSCAPE** | **89** | **SYSTEM** | **90** |
| **CHALLENGE** | **82** | **ENCOUNTERS** | **78** |

# DEATHLORD

## ELECTRONIC ARTS jump on the bandwagon.

**and charisma. Finally, there are sixteen character classes, giving you general skill-trends ranging from illusion through to stealth and hand-to-hand combat.**

**Combine all these with sex, alignment (good, neutral, or evil) and numerous rules governing the behaviour and required conditions for each class and you get a very complex character system indeed. Even with the excellent character generation module (which tells you which classes each character can join) you can reckon on spending at least an hour simply building a party.**

**This may seem like a waste of time, but in practice it has the effect of building a very strong link between the player and his party. After all, if you've spent ages wondering whether to make Thumper an intelligent, charismatic, blood-thirsty Senshi or an honorable Samurai, then his role in the game is going to be of strong personal interest.**

**The only complication at this stage is the authors' infatuation with all things Japanese, so you not only have to wade through all the tables, but also remember the difference between a Senshi, a Shisai, and Shizen. One mistake, and you could pay in blood.**

***Deathlord* has a large map with rather more features than your average *Ultima* game. It also has a better system for viewing character statistics and a faster gameplay interface. Most of the *Ultima* features – oceans, ships, dungeons, castles and so on – are included, and the quality of the graphics is certainly on a par with *Ultima IV*.**

**However there are two drawbacks. First, the game is SO similar in concept to the *Ultima* series that it naturally provokes a direct comparison – and with *Ultima V* due to be released on the Commodore soon (and already out on the PC) it is difficult to recommend *Deathlord* on any point other than price.**

**The second drawback is the clincher, however, and that's the combat routines. For a game that manages to present an excellent user interface in so many areas, the combat routines are incomprehensibly bad. You can't see your characters in their individual combat positions and the reports on the action are repetitive and uninteresting. Apart from selecting your battle order and ensuring a good mix of talent in your party, there is very little scope for tactics in confrontation.**

**The moral of this tale must be that if a program imitates another so closely, then it must at least result in a better product.**

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### THE ACE VERDICT

Slick, speedy, complex, and enjoyable – except for the combat routines. If you're a great fan of the *Ultima* format, then you may enjoy adding this to your collection. *Ultima V* owners should, however, be prepared to make allowances...

| | | | |
|---|---|---|---|
| **LANDSCAPE** | **88** | **SYSTEM** | **88** |
| **CHALLENGE** | **93** | **ENCOUNTERS** | **80** |

**Otherwise it faces the consequences of a very disadvantageous comparison. If you can forget about *Ultima V*, *Deathlord* becomes a very attractive purchase – but CAN you forget about it? *(It seems quite obvious that our reviewer can't – Ed)***

# THE PLAYER'S GUIDE TO LORDS OF TIME (PART2)

## BY THE PALADIN

### Heave ho, me hearties! The Norsemen are about in this period...

On the beach, the seafaring guardian's got thin blood, so be generous to him. Don't wander about too much until – well, you know what all treasure hunts start with? See what you can dig up. If you can't find anything remember 'Descend at your peril....'

If you were kind to the Norseman, he and his friends will be kind to you. Especially if you have trouble with a nautical thief. (BLOW LUR) Have a look in his chest before you go anywhere.

Bong! The Middle Ages. You've reached a REAL milestone at the beginning of this section, make sure you pick it up. If you've got anything worth bartering, treat yourself to a cask of refreshing ale, but don't be selfish. The thirsty messenger will give you some food in return for some.... Take it and feed the worm in the woods and let him take you for a ride. At your destination remember what frogs turn into if...

With the aid of the Prince you should have no knightmares, but wear some personal protection as well. Along the way pick up the gauntlet. To return to the clock, find somewhere soft to dig.

Bong! Tudor times, methinks. Ring for some entertainment, but it's he who needs to joke more than you. Take the musical sounding vessel for later, and pick up the sweetmeats to keep some canines quiet. As with all old mansions there are secret doors – the lute, played in the right place, will locate one. A wander round a hedge maze follows, but this you'll have to navigate for yourself. It's not that difficult, and you don't have to find your way out again. Once at the centre of the maze quench your thirst, and continue on to the clock.

That's as far as we go until next time.

## GREAT ADVENTURE SOFTWARE PRIZES TO BE WON!

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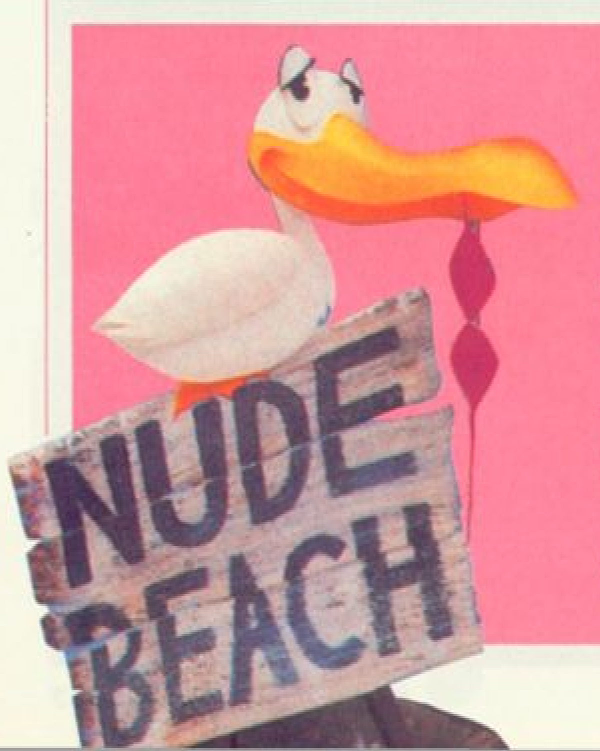

## NEXT MONTH

**Who, what, or which is Zak McKracken?**
**...is Kings Quest IV the greatest animated adventure ever?**
**...Will Leisure Suit Larry get his rocks off?**
**...and will YOU win a prize in the first ACE Adventure Conference?**
**The ACE Adventure section ...puts oil in your lamps and an edge on your swords.**
**Don't miss it!**

## NO PROBLEM!

**This month we just have to print these definitive *Bards Tale 2* tips from Jeremy French. If you can't succeed after reading these, you might as well give up!**

### GENERAL TIPS:

When starting out, create a party at random, then pool all the gold on one person. Next, remove the other members from the party and erase them from your character disk. Create a new party and add in your 'pooled character'. Pool the gold again and again erase the other characters. Keep doing this until the 'pooled character' is rich enough to buy whatever you need.

Elves make good mages, dwarves make good fighters. Make sure your fighters have strength of at least 17 and high dexterity.

Run from magic users in the early stages – they can do a lot of damage.

Whenever you think you have enough experience points to go up a level, always try to get a few more before going to the Review Board. You'll find that if you have a lot more than is needed then you will get advancement in important areas, such as strength and dexterity, rather than less important ones.

### FANSKAR'S CASTLE

Once in the snare go in to the North door.

### DARGOTH'S TOWER

Make sure all your party have 7 items or less.
Type in HAVOK.
Go to the bottom left corner of the room to the left of the room with mage in, go through the magic door and get segment.

### MAZE OF DREAD

Get vial from Master and give it to the magic mouth.
Enter ENDURABLE.
Follow the doors to get segment and then kill the master and pupils.

### OSCON'S FORTRESS

Exit from the main room, turn right, walk 2, turn left, walk 2, turn to see scissors.
Enter SCISSORS.
Go to the other two statues and enter PAPER and ROCK and join them to your group.
Put Rock at the top, then paper, then scissors, then go to the magic mouth.
Follow the doors to get seg 5.

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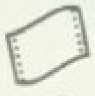

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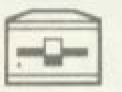

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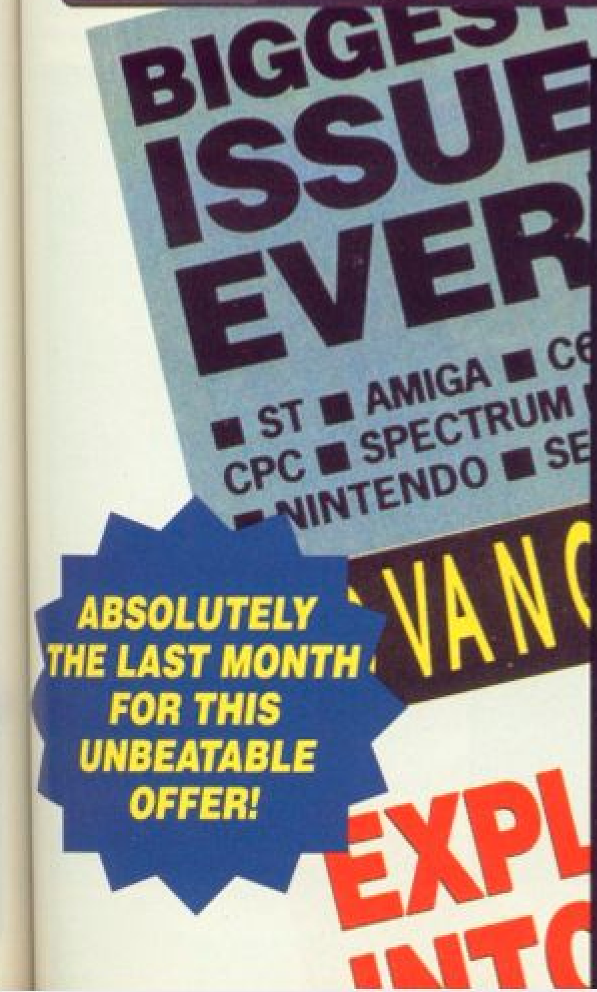

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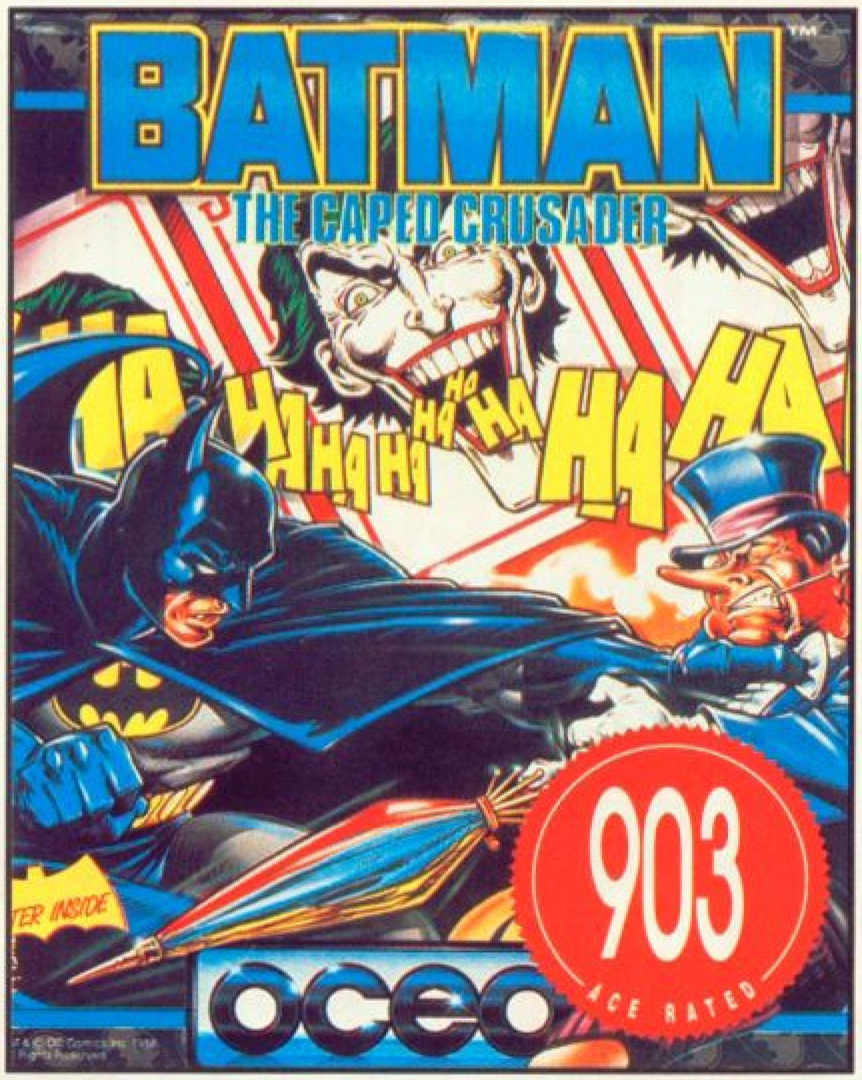

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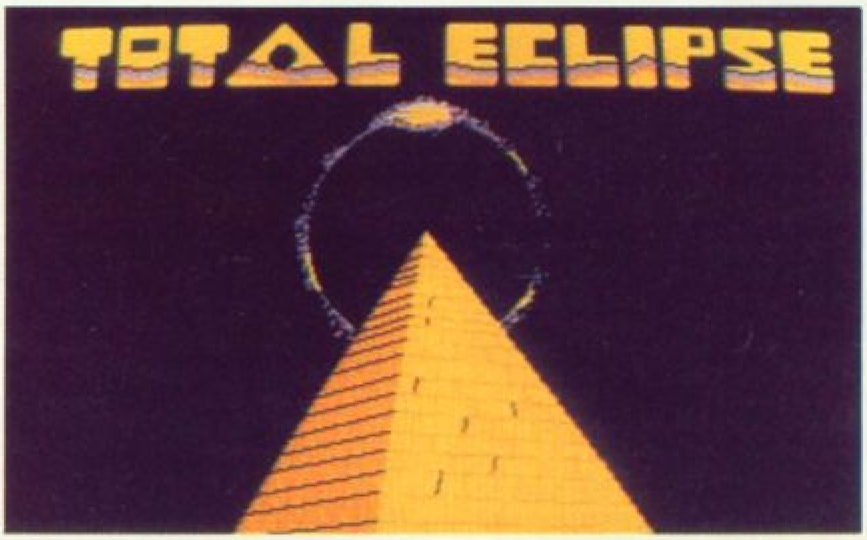

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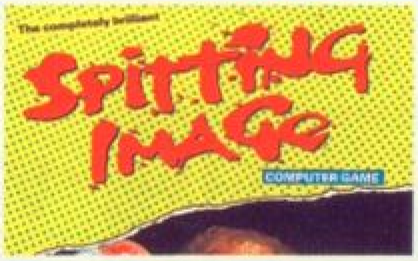

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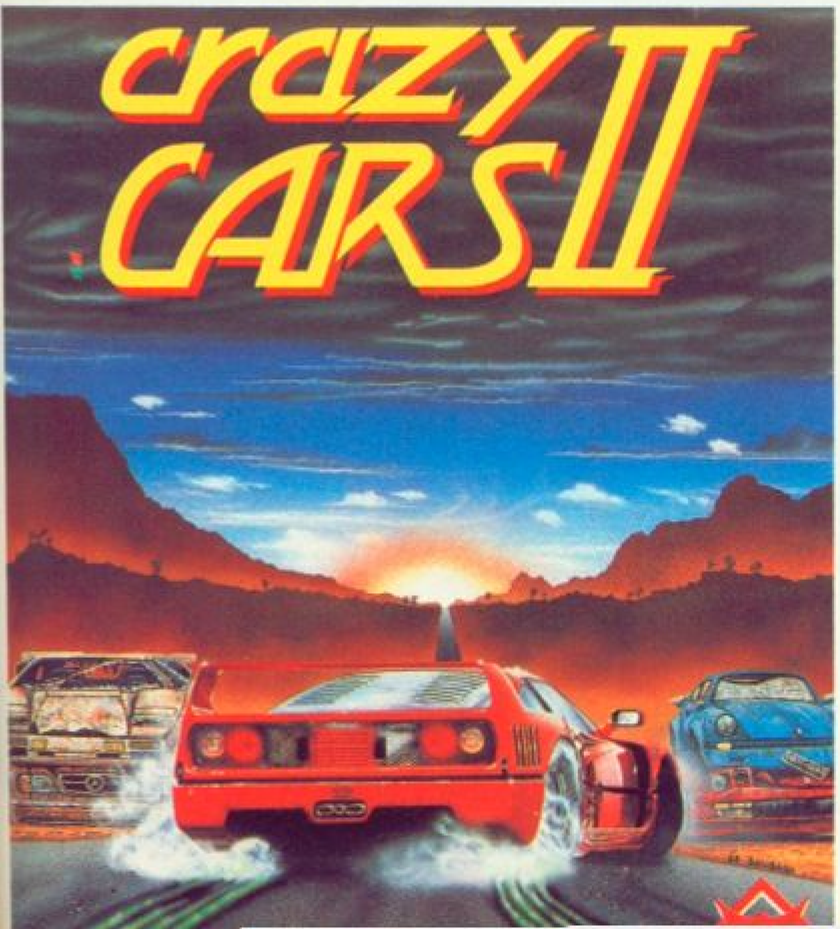

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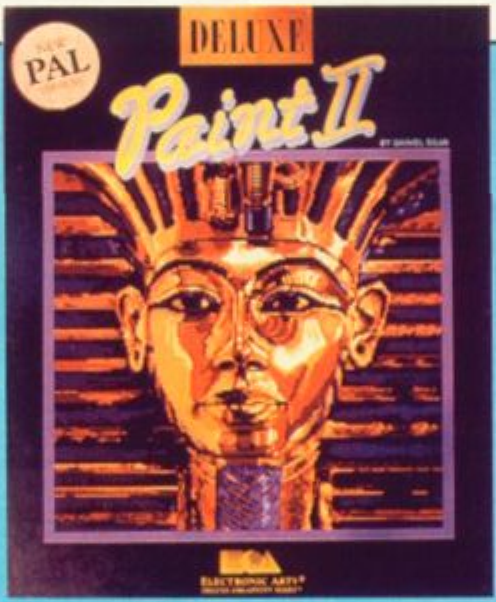

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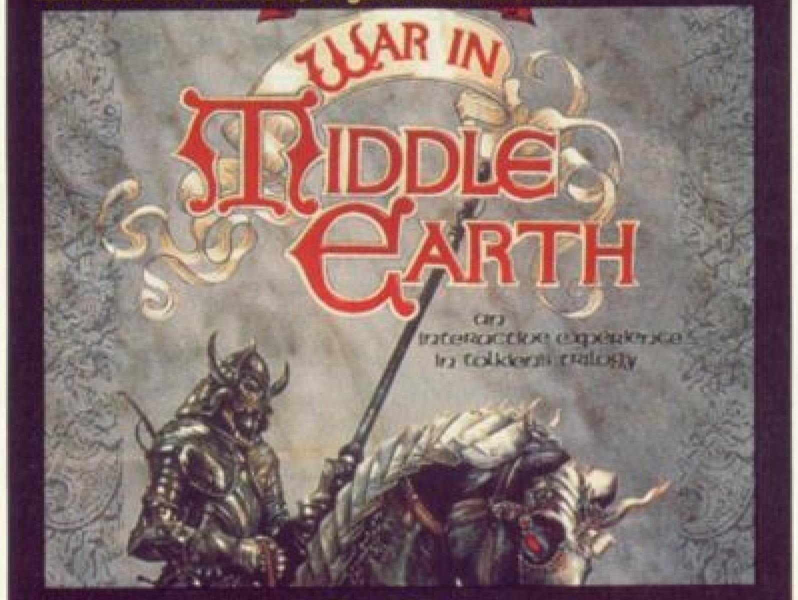

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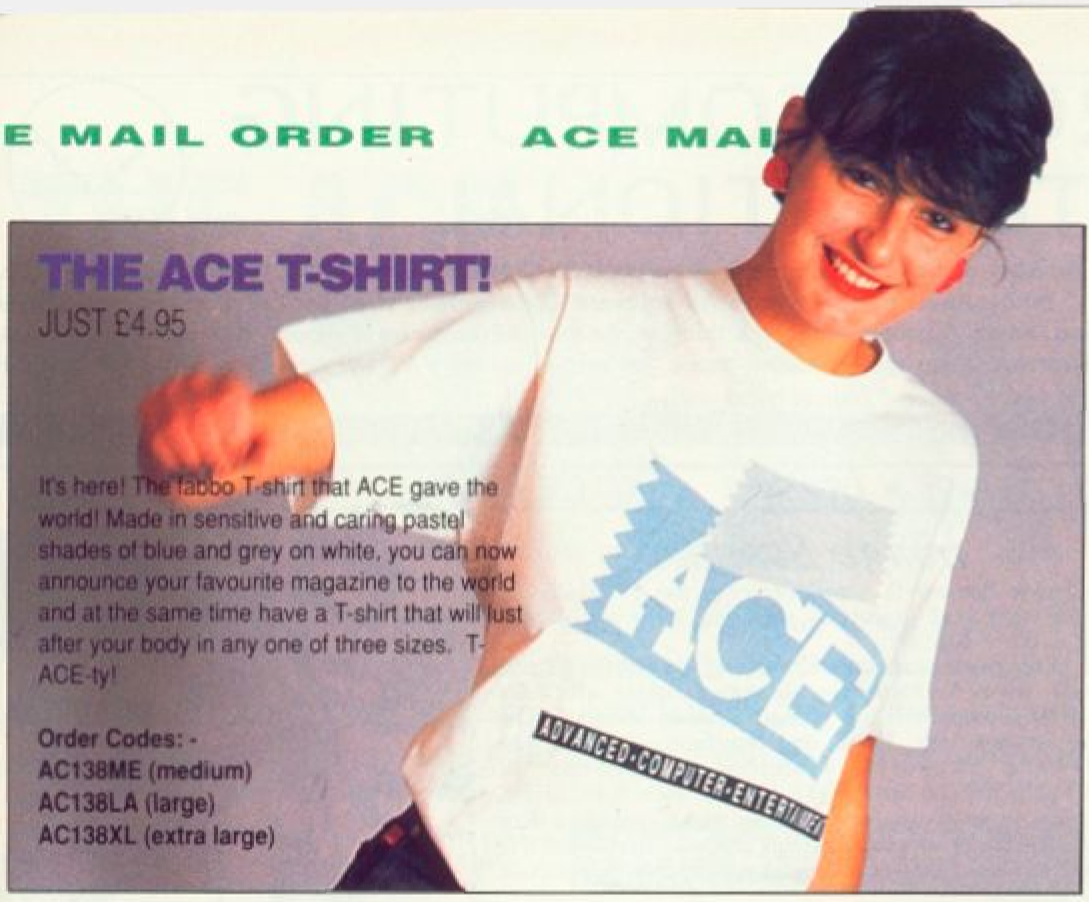

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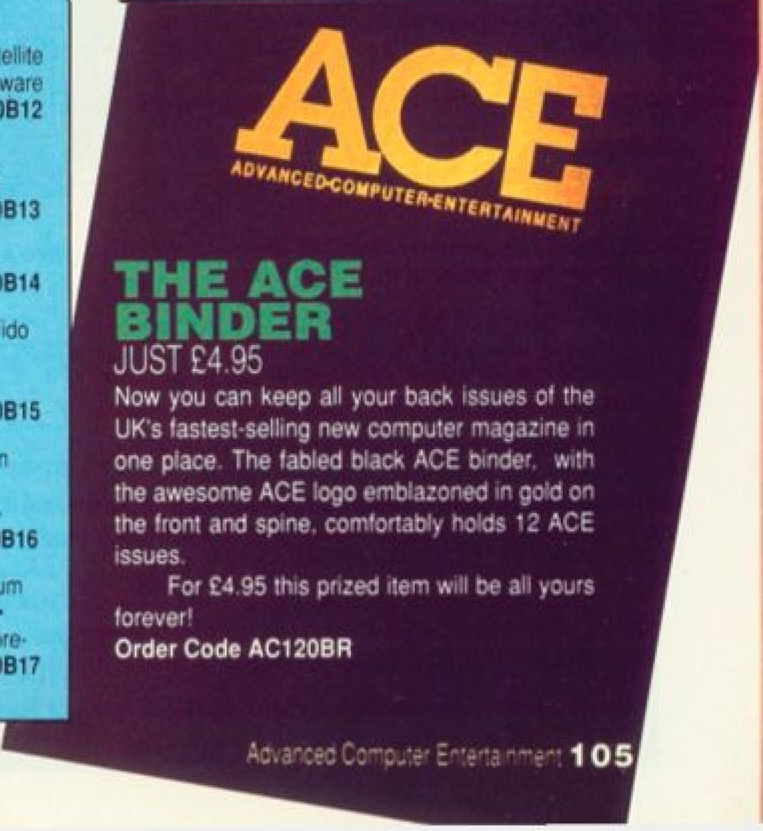

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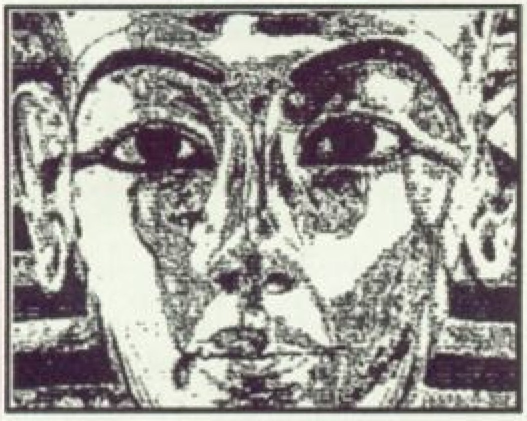

## *Image Scanner*

The Image Scanner is a peripheral for the ST which can provide high quality graphics digitising for a tenth of the cost of other digitisers.
This simple unit plugs into the cartridge port of the ST and accepts scanned information via optical cables which fix easily to the head of any printer. Scanned images can be saved in raw data, Degas and Neochrome formats. The Software supports scanning resolutions of 75,150,216,300,360 and 1000 dots per inch horizontally. There is an example disk available which contains a slide show of images scanned with this product. The cost of this disk is £3.99, £2.00 of which is redeemable on purchase of a scanner.

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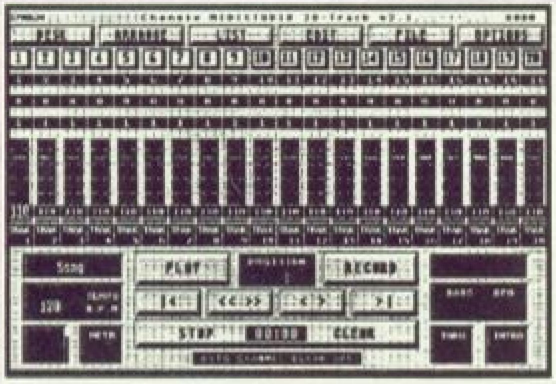


## *Midistudio £99.99*

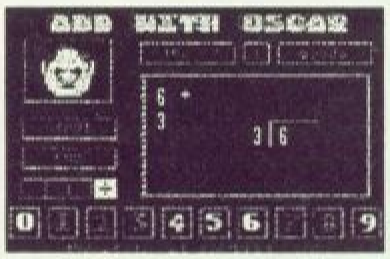
Midistudio is a 20 track Midi Music Studio. This Midi software package is a realistically priced introduction to Midi music processing and includes the following features.
20 tracks each assignable one of 16 midi channels, each track can be transposed up or down 2 octaves, the main screen features full tape deck controls with individual volume sliders for each track, note editing facilities including editing of pitch, octave, duration and velocity, plus full midi controller editing(pitch bend, mod wheel. etc.).
Full control over phrases is offered through Quantizing, transposing, and phrase arrangement software pages. The arrangement facilities allow moving and copying phrases on any of the 20 tracks.
The package is easy to use and is a strong competitor with Pro 24.

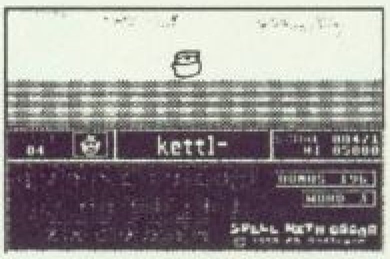
***" Out performs Pro-24 v2.1 in almost every way "***
***Atari ST User Jan 89***

## *EDUCATIONAL SOFTWARE*

### *Add With Oscar £12.99*

Add with Oscar is a fully mouse controlled educational game with full colour screens and sound for teaching addition, subtraction, multiplication and division to children. This program has selectable difficulty levels and a Hi-Score table.





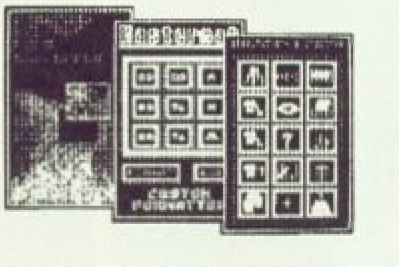
### *Spell With Oscar £12.99*

Spell with Oscar is a game which teaches spelling, keyboard skills and motor coordination. Pictures of objects move smoothly accross the screen and the pupil should spell the name of the object while Oscar checks for mistakes. Spell also incorporates selectable dificulty levels and a Hi-score table. **Extra data disks £5.99**

## *TRILOGY £12.99*

**Quick List Plus** is a utility that compiles a directory of your disks. Sort on disk or name, reads any drive, including hard drive. Printer output for hard copy of databases.

**Mastermat** is a formatter that optimises disk space, allows non standard sector and track formats/ fast read format.



**Picstrip** is a utility that captures all or part of a picture file for use in Basic programs, supports GFA, FAST, HISOFT and ST Basics and is Degas, Neochrome and AB Animator compatible.

## *AB Animator £14.95*

**AB Animator** is a utility for creating and animating sprites. It supports GFA, HISOFT and FAST basics and is compatible with degas and neochrome picture files.Use *the full icon control to animate* up to 20 big frames of 56 pixels wide by 33 pixels high.

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**Upgrading to a new computer? Perhaps it's a PC you need. Buying a new game? Check the ratings. Bored with life? Check the puzzles. Got something to say? Anything at all? Get writing to The Pink Pages Ed, at ACE's Bath address. We don't care what you've got to say – as long as it's funny. You never know, you might even get a spot prize for your efforts. If you want to be read – get in the Pink!**

## THE ACE SERIAL

### The Git In The Machine: Part 6

**THE STORY SO FAR...** N'Gar Thrombobo is no ordinary sprite. Fed up with being a Centauran Battledrome in one of little Horace Claghandle's games, he sets about taking his revenge. His plans for world domination begin at Grimleythorpesdale Municipal Sewerage Flocculating Plant. Poor old Horace has gone quite insane, but decides he can save the world by writing a virus which he names MATAHARI (Machine-Accommodated Totally Annihilative and Horribly Active Recursive Intelligence). Meanwhile, N'Gar learns of MATAHARI's existence and sets about saving himself to floppies, just in case. Unfortunately, the last floppy he saves himself to contains something else... MATAHARI! After a terrific struggle N'Gar eventually overcomes MATAHARI, but he's real angry.
**NOW, READ ON...**

Here you are little Cyril, I've got a present for you to be sure to be sure." Mr. Tord had not long returned from the clearing up operation at Grimleythorpesdale Municipal Sewerage Flocculating Plant, and although Cyril Niceboy's parents didn't object to the little boy's grandfather bringing him presents, they did rather wish he'd at least scrape down his wellingtons before stomping across their £15 per square yard Axminster.

"Oh, grandfather, thatth thuper, how kind you are!" cried little Cyril gleefully, "What ith it?"

"It's a floppy disk for your computer. I found it while we were clearing up today, and thought you might like it." Mr. Tord gave his grandson the disk.

"Oh, grandfather, thatth tho, tho thuper." said little Cyril, jumping up from the table with glee and taking it from his hand, "I'll be able to pwactith my computer pwogwamming after I've finithed my homework."

Cyril's mother patted her son's golden locks. "He's studying to be a doctor this week." she said.

"Yeth," said Cyril, "I'm going to thtudy medithine at univerthity and cure all the thickness in the world."

"Oh I'm sure that's a marvellous thing to be doing, to be sure to be sure." said Mr. Tord, thinking how it would have been if they'd been able to cure thickness when he was a lad.

"Now do make sure your scarf is done up properly, Cyril, we don't want you catching cold now, do we?" said Cyril's mother.

"No mummy. It's ever so kind of you and daddy to let me go to the toyshop."

Cyril's mother blew her nose, and then wiped her eyes. "Oh you're such a sweet little boy," she said, "now hurry along."

"Don't worry dearest, I'll take care of him." said Cyril's father. "Come along now Cyril, help Daddy start the car."

"Oh Daddy, really, could I..."

Later, in the toyshop...

"All you have to do is tell the Kiddiemate Deluxe what to do via a short program inserted on disk into this slot in the backplate, and it will carry out your instructions to the letter!" beamed the sales lady.

"Really?" said Cyril's father, lifting his glasses to peer at the two-foot high metal and plastic robot, "And it's a genuine aid to learning?"

"Oh most certainly," said the sales lady, "it teaches the youngster all about computer programming in a genuine ongoing play-type situational environment."

"Oh Daddy, it'th wonderful!" said Cyril Niceboy, tightly clutching his father's hand, "But are you thure it ithn't too exthpenthive?" His little face puckered in a frown.

"Nothing's too good for our little Cyril." said his father ruffling his golden locks. "Could we have a demonstration?" he said to the sales lady.

"Certainly sir." she said, "Now if I can just find a disk..." she turned to rummage about on the shelves behind the counter.

"I have one here in my thatchel!" called Cyril, taking out the disk Mr. Tord had given him.

"Ah, thank you." said the sales lady. "Now you just insert the disk like so, and program in a short series of instructions. Let's make the Kiddiemate sing a little song and walk up and down the counter, shall we?" The sales lady tapped a series of keys on the back of the robot, then stood back to watch. After a moment, a tinny little voice started singing "Baa baa black sheep".

"Oh Daddy, ithn't that tewwific!" called Cyril. "Can I have a go?" he asked the sales lady.

"Of course!" she said.

"Of course!" said his father.

Cyril reached out his hand. When his fingertips got to within three inches of the casing, an electrical discharge of at least thirty thousand volts shot up his arm, made him jump three feet in the air and fried his golden curls to a crisp.

"Amusing little thing, isn't it?" said the sales lady, not quite sure it was meant to do that.

The Kiddiemate's robotic arm shot out next, and its mechanical fingers closed around Cyril Niceboy's neck in a vice-like grip and began to shake him vigorously.

"Genuinely educational." said the sales lady, not smiling quite as broadly now.

The Kiddiemate Deluxe finished shaking Cyril Niceboy, and threw him over its shoulder clear into the Pets Department. Then it turned round and grabbed the sales lady by her neck chain, and a whirring circular saw appeared from its torso.

"I think we've seen enourrrggh...!" said the sales lady as the chain got pulled tighter. She wrestled with the extending arm holding the circular saw as it advanced towards her jugular.

"Here, perhaps I can do something..." said Cyril Niceboy's father, prodding at a couple of switches on the robot's back. A pair of compasses stabbed him in the hand, and a razor-sharp protractor whizzed past his ear. At the same moment the circular saw got caught up in the sales lady's blouse. Cyril's father grabbed at the robot's legs and pulled it off the counter. It crashed to the floor on its back. Desperately, N'Gar Thrombobo tried to right the Kiddiemate, but the floor was too slippery for its limbs to get a purchase. What's more, he couldn't see properly because of the bits of blouse whizzing round on the saw blade. Then he saw a trouser leg. He grabbed at the material and pulled himself up just as Cyril's father's trousers came down.

"Could somebody please explain what's happening here?" boomed the Assistant Manager, who had in tow a rather blackened and crispy Cyril Niceboy. That left the sales lady with the rather difficult task of explaining to the Assistant Manager why Cyril's father had no trousers on, and Cyril's father with the rather more difficult task of explaining to Cyril what he had done to the sales lady's blouse.

**Meanwhile, the rampaging Kiddiemate Deluxe had vanished...**

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# ACE!

## GAMES YOU'VE GOT TO HAVE

All of the following games are **ACE RATED**, that means they're all red hot masterpieces of computer entertainment. Some of the games were available long before the first issue of ACE came off the presses however, so we never had the chance to review them in the magazine. These games are marked with the **ACE CLASSIC** flash, and rest assured, they're all superb pieces of software and are well deserving of the title.

## ARCADE ADVENTURES

These games usually give the player a joystick controlled character with which to explore the huge game area.

### AIRBALL

Microdeal ● Atari ST £24.95dk

**Multi-coloured** three-dimensional arcade adventure that owes something to the *Ultimate* style but is years ahead in terms of graphic detail and presentation. You, as the airball in question, must negotiate corridors and **rooms full** of **various obstacles** – all spelling **instant death**. An outstanding rendition of a **popular genre**.

■ **ACE CLASSIC**

### BATMAN

Oceant ● C64 £9.95cst ● £14.95dk Spectrum £8.95cs £14.95dk

**Two games** in one here as you play the part of Batman in two adventures against your arch enemies **The Joker** and **The Penguin**. Terrific graphics **capture the flavour** of the **comic** book **originals** superbly. All we need to do now is wait for *Batman The Movie* to be released.

■ **ACE RATED 903 – SPECTRUM**

### DUNGEON MASTER

Mirrorsoft ● Atari ST £24.99dk

A **fascinating** arcade adventure cum **role-playing game** that gives you four characters to guide through a **series of dungeons** on a quest to find the Firestaff. Superb graphics help to create an **enthralling** game that will **keep you playing** for a **long time** to come.

■ **ACE RATED 949 – ATARI ST**

### EAGLE'S NEST

Pandora ● Amiga £19.95dk ● Atari ST £19.95dk

This is one of the **better** ***Gauntlet*** **clones**, especially on the 16-bit machines. The **military flavour** of the arcade adventure adds atmosphere and if you like this particular style of game, you **won't be disappointed** with *Eagle's Nest*.

■ **ACE RATED 904 – ATARI ST**

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### HEAD OVER HEELS

Ocean ● Spectrum £7.95cs ● C64 £8.95cs £12.95dk● Amstrad £8.95cs £14.95dk ● MSX £8.95cs ● IBM PC £19.95dk

3D exploration reaches its peak with this **huge intricate masterpiece**. You play two characters – **Head and Heels** – as you search for the crowns that will free the galaxy. The puzzles can get **very difficult** indeed, and you'll often have to split Head and Heels up to use their **different capabilities**. The game's 300 locations are wittily drawn, and the animation is excellent throughout. A real **classic**.

**■ ACE CLASSIC**

### MAGIC KNIGHT TRILOGY

Mastertronic ● *Knight tyme* ● Spectrum £2.99cs ● Amstrad £2.99cs ● C64 £2.99cs ●*Spellbound* ● Spectrum £2.99cs ● Amstrad £2.99cs ● C64 £2.99cs ● *Stormbringer* ● Spectrum £2.99cs ● Amstrad £2.99cs

This trilogy is a series of **menu-driven** arcade adventures which, as well as all the expected **running** and **jumping**, have a **complex system** of **interaction** between characters. In *Spellbound* you must rescue Gimbal the Wizard from the fearsome Castle of Karn; in *Knight Tyme* you have to find a way back in time after being catapulted into the 25th century, while in *Stormbringer*, the final part, we find that the magic knight has been split in two, one part good, the other evil. You can't kill yourself, so the only solution is to merge the two halves. But how? **Lots of action**, plenty of thought and **good graphics** make **all three winners**.

**■ ACE CLASSIC**

### POOL OF RADIANCE

US Gold/SS1t ● C64 £14.99dk

SSI have done a superb job in trying to capture the **AD&D** system on a computer. The result is a game that will not only **appeal** to AD&D fans, but anyone looking for a role-playing game that will **keep them** enthralled and **entertained** for **months** to come.

**■ ACE RATED 921 - C64**

## STRATEGY GAMES

The games for megalomaniacs. The games listed in this section will really test your mettle on the battlefield.

### BALANCE OF POWER

Mindscape/Mirrorsoft ● Amiga £26.95dk ● Atari ST £26.95dk ● IBM PC £26.95dk ● Mac £26.95dk

**Definitive strategy** game for **16-bitters**. The player takes the role of one of the superpowers, while either the computer or a friend takes the other. Then it's a case of trying to win friends and influence people on a **global scale**. This can be achieved in a number of ways, including supplying arms or financial aid to radical factions in the hope of toppling a government which is not receptive to the great American or Russian dream (depending on which side you're playing). It's complex, involving and it's difficult to play in ten minute sessions. **Absorbing stuff** that gives an **insight** into the **devious** world of **geopolitics**.

**■ ACE RATED 950 - AMIGA**

### CARRIER COMMAND

Rainbird ● Atari ST £24.95dk ● Amiga £24.95dk ● Amstrad £14.95cs £19.95dk ● Spectrum £14.95cs £15.95dk

A magnificent strategy game **spiced** with some great **arcade action** – As commander of the aircraft carrier Epsilon, it's your job to stop the invasion of an island archipelago by the rogue aircraft carrier Omega. **State of the art graphics** mix tremendously with **great gameplay** to make an enthralling and **entertaining** game.

**■ ACE RATED 927 - ST**

### DIPLOMACY

Leisure Genius ● C64 £12.95cs £14,95dk ● PC £24.95dk

The **grand old man** of **nasty negotiation** boardgames makes it onto home computers and how! The game can handle up to **seven players** and it's an **engrossing** and madly addictive game that's **a must for micro megalomaniacs**.

**■ ACE RATED 949 - IBM PC**

### FIRE BRIGADE

Panther Gamest ● IBM PCt ● $70 Australian Mac $70 Australian

A magnificent **wargame** this for one or two players. Based on the **battle for Kiev** in 1943, there are a number of scenarios and the **variable** difficulty levels allow you to play as complicated a game as you wish. It's **well presented** and a fair old challenge too.

**■ ACE RATED 910 - IBM PC**

### JOAN OF ARC

Rainbow Artst ● Atari STt ● £19.99dk IBM PC £24.99dk

Superficially it's like *Defender of the Crown*, but there's **so much more** to it. In fact, just when you thought you'd reached the objective you'll realise it's only **just** the **beginning**.

**■ ACE RATED 912 - ATARI ST**

### REACH FOR THE STARS

Electronic Arts ● PC £24.95dk

This terrific game of **space exploration** and **conquest** may not be the best looking PC game around, but it's certainly one of the most fun. You start the game with a planet around a star and have to **fend off** (and eventually conquer) **attacks** from the **other three players**. It's not easy to get into, but once you do you'll be **well** and truly **hooked.**

**■ ACE RATED 940 - IBM PC**

### UMS

Rainbird ● Atari ST £24.95dk ● IBM PC £24.95dk ● Macintosh £34.95dk ● Amiga £24.95dk

Rainbird's *Universal Military Simulator* is designed to simulate a conflict between two forces on a **user-definable terrain** that can be viewed in **three dimensions** from any one of **eight directions**. The program **heralds a new era** in 16-bit computer wargaming. The ST version is available now with the other versions following shortly.

**■ ACE CLASSIC**

### VULCAN

CCS ● Spectrum £9.95cs ● Amstrad £9.95cs

An **elegant**, **simple** and **ingenious** wargame, *Vulcan* covers the Tunisian campaign of 1942-43. A huge **playing area** and air attack phase make the game an improvement over the same author's earlier works *Arnhem* and *Desert Rats*. *Vulcan* is fast, efficient and simple to play, and **no self-respecting** wargamer should be **without it**.

**■ ACE RATED 981 - AMSTRAD**

## SIMULATIONS

Games that put you at the controls. Whether you're flying helicopters,or aeroplanes, or steering bobsleighs, simulation games can become very involving.

### BATTLEHAWKS

US Gold/Lucasfilmt ● IBM PC £19.99dk

Play either an American or Japanese **fighter** or **bomber** pilot in this combat/flight sim based on the major battles of the Pacific Ocean in 1942. It's real knuckle-whitening stuff that gives you a **great sense** of 'being there'. Thrilling and **surprisingly** addictive.

**■ ACE RATED 928 - IBM PC**

### BOBSLEIGH

Digital Intergration ● Spectrum £9.95cs ● Amstrad £9.95cs £14.95dk

*Bobsleigh* is a **thrilling** game with enough **strategy involved** to add another dimension to a **highly competent** and addictive simulation. Have you got the stamina to win your way into one of the top three positions by the end of the season? Remember, **sponsors don't back losers**. Unfortunately, though *Bobsleigh* is available for the C64, it's a poor game compared to the Amstrad and Spectrum versions and is therefore not recommended.

**■ ACE RATED 901 – SPECTRUM**

## CHUCK YEAGER'S ADVANCED FLIGHT TRAINER

Electronic Arts ● C64 £9.95cs £16.95dk ● PC £24.95dk

Chuck Yeager's flight trainer takes the flight simulator genre a **step further** by including a **training option**. Chuck will guide the novice through such difficult moves as aileron loops and rolls. With **so much** in **one package** it will take **many hours** of instructive **fun** to master all the avilable options.

**■ ACE RATED 912 – C64**

## FALCON

Mirrorsoft ● Apple Mac £34.99dk ● IBM PC £34.99dk

A **magnificent flight sim** that gives you a **dozen missions** at any of five ranks, so there's an awful **lot to get through**. The game's very combat-orientated making it definitely one for fighters rather than just fliers. After a short while of playing it's **easy to see** why *Falcon* **scooped** a whole bunch of **awards in America** recently.

**■ ACE CLASSIC**

## FLIGHT SIMULATOR 2

Sub-Logic ● Atari ST £49.95dk ● Amiga £49.95dk ● IBM PC £49.95dk

The venerable **godfather** of **flight simulations**, *Flight Sim II* is the **standard by** which **all** others are **judged**. Although it spent a zillion weeks on top of the US charts, it's difficult to get hold of in the UK. If you have the technology, this is an **essential purchase**.

**■ ACE CLASSIC**

## GUNSHIP

Microprose ● PC £34.95dk

**Excellent** graphics, **involving** simulation and a **variety of missions** make this one of the **better PC games**. Piloting your 'copter around in order to zap various gooks may not be terribly tasteful – but if you can stand the politics you should have **a lot of fun**.

**■ ACE RATED 902 – AMIGA**

## INTERCEPTOR

Electronic Arts ● Amiga £24.95dk

F-18 simulation combining **stunning solid 3-D** graphics with atmospheric sound and an **interesting variety** of missions.

**■ ACE RATED 934 – AMIGA**

## LEADERBOARD

Access/US Gold ● Spectrum £8.99 ● C64 £9.99cs £14.99dk ● Amstrad £9.99cs £14.99dk ● Atari ST £19.99dk

If you **only buy one** golf sim, **buy** ***Leaderboard.*** It's **head and shoulders** above **everything** else in **playability and realism**, easy to get into, with delightful graphics and wicked courses. Once you've mastered the original, try *Tournament Leaderboard* then *World Class Leaderboard* (based on real courses, including St Andrews, **plus** the **'Gauntlet Country Club'** – devised to be as difficult as possible).

**■ ACE CLASSIC**

## TOMAHAWK

Digital Integration ● Spectrum £9.95cs ● Amstrad £9.95cs £14.95dk ● Atari ST £24.95dk

One of the **all-time** great flight sims, *Tomahawk* also has a **strong combat** edge. Flying a US Army **Apache helicopter** is complex , and the realistic controls make no concession for learners. Choose one of three combat missions and you can fly out to attack ground targets, while keeping a weather eye open for enemy aircraft. Landscape, **buildings** and **vehicles** are all drawn in **crisp vector** graphics.

**■ ACE CLASSIC**

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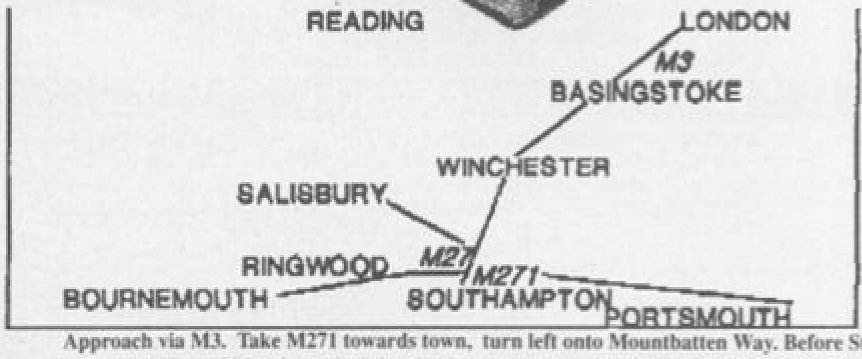

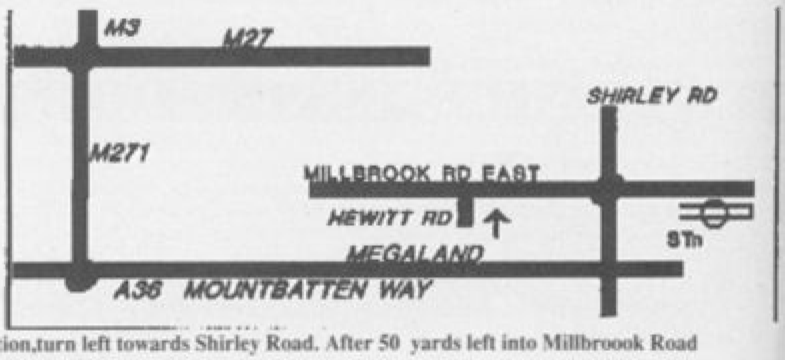

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# PCS – WHAT HAVE T

## Erstwhile PC PLUS editor, Matt Nicholson, gives us the low-down on PCs and how they measure up against today's 16-bit machines. If you're thinking of upgrading your system, is a PC a viable option?

Should you buy a PC? The specification of the IBM PC is nothing to write home about, particularly when compared to modern 16-bit machines. Nevertheless, the PC and its compatibles have outsold all the Amigas, STs and Macintoshes put together – by at least a factor of ten. The reason is simple: those three letters, IBM.

IBM is by far the biggest computer manufacturer in the world, and has been since the mid-fifties. To give you an idea of just how big, consider this: between 1960 and 1972 the rest of the industry made a combined loss of over $1,000 billion; IBM made a pre-tax profit of over $9,000 billion. The second largest computer company in Japan is IBM's Japanese branch. This is largely irrelevant to the home user, as by far the greatest part of IBM's business is in mainframe and mini-computers. However, back in the early eighties IBM launched its PC, the Personal Computer, and it was an inevitable success. Big business had been looking for a desktop computer, but felt uneasy buying large quantities from young upstart companies like Apple and Commodore. IBM was a name they knew and could trust. 'Nobody gets fired for buying IBM', as the old adage goes.

Other companies, anxious to jump on the bandwagon, started copying the IBM design and producing micros that could run IBM software. The PC became a standard and now probably over 80 percent of the micros sold in the world today are compatibles.

### WORKERS PLAYTIME

The original PC was designed very much with the home environment in mind – it had a cassette port, could be plugged into a TV, and booted up to a version of the BASIC programming language just like any other home computer. In the States the IBM PC was seen as a home machine from the start, but in the UK it took Alan Sugar to launch the PC1512 at £399 plus VAT, and at last a full feature PC compatible was available in high-street stores from a name everyone knew. The PC design became viable as a home computer in the UK.

There are however a huge number of PC designs around, ranging in price from a couple of hundred to over £10,000. Deciding to buy an IBM compatible is the easy part!

### SOFTWARE

THe fact that the PC had been considered a home computer in the States for the last eight years meant that there was a considerable base of games software ready for the Amstrad PC1512. Although some of the US titles are a bit dated, at least they are not poor conversions of Spectrum or C64 games. Indeed many are not available on any machine except the PC, or are only just being converted. Microsoft's *Flight Simulator*, for example, and many titles from Microprose and Electronic Arts are PC-only.

Meanwhile UK companies have started producing PC versions side-by-side with Amiga and ST releases. Many games houses now regard the PC as important a market as the Amiga, although sales tend to be considerably lower than for the ST. Games prices tend to be comparable, too.

But without doubt the PC's strength is in business software. For every word processor or spreadsheet on the Amiga or ST there are ten or twenty for the PC, many cheaper and more powerful. If you are looking for a games machine the PC is not the best choice, but if you want to mix business with pleasure the PC is a sure-fire winner.

### HIGHER SPEEDS

The basic PC used an 8088 processor running at 4.77MHz, and was almost too slow to merit the label '16-bit'. Most clones these days use the faster 8086 processor running at 8MHz which, though not nearly as nippy as an Amiga or ST, is considerably faster than most 8-bit machines with the possible exception of the BBC Model B.

Most clones come with at least 512K of RAM, and 640K is now the norm. It is not worth putting more than 640K of RAM into a basic PC as the MS-DOS operating system – under which most software runs – won't recognise the extra. There are ways round this limit, but these involve special hardware and are beyond the scope of this feature! A basic PC clone, with just a single 5.25-inch 360K floppy disk drive, can be had for around £450 these days.

The IBM AT introduced the faster 80286, a true 16-bit processor running at 8MHz. Most clones nowadays run at least at 10MHz, and even 20MHz is becoming common; resulting in a machine that can feel as fast as an ST or Amiga. Prices are rather higher, with basic monochrome machines coming in at around £1100. A hard disk model with decent colour graphics, such as the new Amstrad PC2286, would cost nearer £1800.

The fastest IBM compatibles use the 32-bit 80386 processor running at anywhere from 16 to 25MHz, and are well capable of matching the competition when it comes to speed. However these machines are pricey: the cheapest would set you back over £3200 for a colour machine with 4 Mbyte of memory and 65 Mbyte hard disk drive.

Although several budget priced PC compatibles have recently been launched, such as the Sinclair P200, Schneider's Euro PC or the Olivetti PC1, it is the faster and more expensive machines that are better when it comes to games. Many flight simulators are only really playable on a 286 with decent graphic display.

### GRAPHICS & MONITORS

For a supposedly standard design, the IBM PC is extremely confusing when it comes to the display. This is largely due to the modular nature of the PC, as the electronics that drive the screen are actually mounted on an expansion card, called a 'Graphics Adaptor' (American spelling), which means that they can be changed at will.

The original PC came either with an extremely clear text- only adaptor, called the Monochrome Display Adaptor (MDA); or with a rather less clear Colour Graphics Adaptor (CGA) that was capable of displaying a number of graphics modes. The colour mode displays four colours at a resolution of 320 by 200 pixels, and it was this mode that was used by most games authors until recently. The CGA adaptor is also capable of displaying monochrome graphics or 16-colour text at a resolution of 640 by 200, this last being the most common mode for business software.

A further limitation of the colour display is that only three combinations of four colours can be used – the most common being a rather bizarre mix of purple, light blue, black and white. Some games, *Elite* for example, thankfully use green, red, yellow and black.

To make up for the low text quality of CGA, Hercules introduced the Hercules Graphics Card (HGC) which could display high quality monochrome graphics and high quality text. It became very popular and is still the standard for monochrome displays, providing a resolution of 720 by 348 pixels. However, although it is compatible with CGA when displaying text, it is totally incompatible when it comes to graphics. Games software written for CGA graphics will not run on a Hercules machine.

IBM eventually produced a decent display with the Enhanced Graphics Adapter (EGA). This offers a respectable 16 colours from a palette of 64 at a resolution of up to 640 by 350 pixels. It is fully compatible with MDA and CGA, but needless to say cannot display graphics written for a Hercules display. It is now the standard for colour graphics on IBM compatibles, and most games now support both CGA and EGA – some, such as adventures from Magnetic Scrolls, only display pictures on the EGA version. The Amstrad PC1512 offers CGA graphics in both its colour and monochrome models, converting colours to shades of grey for the monochrome display. It also offers a 16-colour mode that boasts a similar resolution to EGA - but is totally incompatible. Little software has been written for this mode, although it is supported by the friendly GEM window and mouse interface packaged with the machine.

The Amstrad PC1640 offers either straight CGA or EGA on its

# EY GOT TO OFFER?

colour models – or Hercules on the monochrome version. This generated considerable confusion when it was launched as many assumed that it followed the example of the mono 1512 and were disappointed to find it would not run most games.

In 1987 IBM introduced the VGA display. This can display all EGA modes, plus several others including 16 colours at a resolution of 640 by 480, and 256 colours at a resolution of 320 by 200. The colours for this last mode can be selected from an amazing 262,144, making it capable of displays that from a distance look as clear as a photograph, and are certainly the equal of the Amiga or ST. This mode does, however, require an analogue monitor for display which tends to cost around £150 more than the usual TTL monitor. Other modes can be displayed adequately on an ordinary display.

Most 286 and 386 compatibles offer VGA display. VGA is not yet vital for the purchaser wanting to mix pleasure with business, but is where the future lies.

### SOUND

The IBM's sound capabilities are notable by their absence. There is a loudspeaker, but that's about it – the only sound the machine itself supports is a beep.

Programmers have used all sorts of clever techniques for generating more interesting noises, and indeed most games manage the odd zap and ptang as well. *Galactic Conqueror* from Titus actually includes a short burst of sampled music, but no one ever bought a PC for its musical prowess.

But for those with the money, the PC is worth considering. There are a number of 'intelligent' MIDI interface expansion cards available for around £150 that, with the right software and MIDI instrument, turn the PC into a full MIDI controller – rather more powerful than the Atari in fact, as the ST's built-in MIDI port is only passive.

### DRIVES

The standard PC uses 5.25-inch floppy disks each storing 360K of data, and most software is issued in that format. The AT design also uses 5.25-inch disks, but crams 1.2 Mbyte onto them. AT compatibles can read 360K disks, but some of the copy protection systems used by games publishers cause problems.

IBM chose to join the rest of the world with its PS/2 range, and fitted 3.5-inch disk drives. These store either 720K or 1.44 Mbyte on a disk, and do seem to be catching on with software publishers. Most software these days is either issued in both 5.25 and 3.5-inch format, or you can exchange the 5.25-inch disk with the publisher for a 3.5-inch version.

You can also add hard disk drives to any IBM compatible, which can store anything from 20 Mbyte upwards and are considerably faster. A 20 Mbyte drive for the PC can be had for around £200.

### MICE & JOYSTICKS

Many software packages will take input from a mouse or a joystick. The Microsoft mouse has become a bit of a standard here, although this is quite expensive. The Amstrad PC1512 and 1640 both come with a mouse, but unfortunately it is not totally compatible with the Microsoft model – it usually works fine, but seems to have problems running with Microsoft software.

The original IBM design also catered for a joystick in that it produced an expansion card that could be plugged into the PC, and which provided sockets for one or two analogue joysticks. The catch is the price: compatible joystick cards cost around £25, while the joysticks cost around £20. Fortunately the two are often bundled together – Konix, for example, do a kit for £30.

The Amstrad PC1512 and 1640 also come with a joystick socket, but this is for a switched Atari-style unit and is completely incompatible with the IBM interface. Most US software supports the IBM interface, while most UK software provides an Amstrad option as well. The good news is that the Amstrad joystick is effectively part of the keyboard, so if the software allows you to 'configure the keys' it is frequently possible to substitute joystick movements instead. It has been dropped on the PC2000 range.

### ACE MACHINE?

No one in their right mind would buy an IBM clone just to play games – you would need to spend thousands to get a machine anywhere near the spec of an Amiga or ST.

Nevertheless, as a machine for doing serious work, the PC is second to none; and not too bad as a games machine either. If you work from home, or if you frequently bring work home, the PC is an ideal purchase. Buy a PC and you will never end up in a computing backwater, either.

## MAIN MACHINES

| Make & model | Price inc VAT | RAM | Processor | Disk Drive | Display Adaptor | Software | Comments |
|---|---|---|---|---|---|---|---|
| Sinclair PC200 | £574 | 512K | 8086<br>8MHz | 3.5"<br>720K | CGA<br>colour | GEM and Basic<br>Four games | Comes with joystick. |
| Schneider Euro PC | £631 | 512K | 8088<br>10MHz | 3.5"<br>720K | CGA<br>colour | Microsoft Works | Limited on expansion. |
| Olivetti PC1 | £574 | 512K | V40<br>8MHz | 3.5"<br>720K | CGA<br>colour | First Choice package | One expansion slot. |
| Amstrad PC1640 | £804 | 640K | 8086<br>8MHz | 5.25"<br>360K | EGA<br>colour | GEM and Basic | Three expansion slots. |
| Amstrad PC2086 | £862 | 640K | 8086<br>8MHz | 3.5"<br>720K | VGA<br>colour | Windows and Basic | Price for single floppy drive. |
| IBM Model 30 | £1491 | 640K | 8086<br>8MHz | 3.5"<br>720K | Herc<br>mono | – | Price for twin floppy drive. |
| Amstrad PC2286 | £1322 | 1Mb | 80286<br>12MHz | 3.5"<br>1.44Mb | VGA<br>colour | Windows and Basic | Price for twin floppy drive. |
| Amstrad PC2386 | £3219 | 4Mb | 80386<br>20MHz | 3.5"<br>1.44Mb | VGA<br>colour | Windows and Basic | Price for 65Mb hard disk drive. |
| IBM Model 70 | £7467 | 2Mb | 80386<br>25MHz | 3.5"<br>1.44Mb | VGA<br>colour | – | Price with 120Mb hard disk drive. |

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# AMIGA SPECIALISTS

*Unit 1, Willowsea Farm, Spout Lane North, Stanwell Moor, Staines, Middx. TW19 6BW*
*Telephone: (0753)682988*

## SOFTWARE LIST

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| Arkanoid II Revenge of Doh | 24.99 | 16.50 |
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| Army Moves | 24.99 | 16.50 |
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| Bards Tale I | 24.99 | 17.50 |
| Bards Tale II | 24.99 | 17.50 |
| Basket Ball | 24.99 | 19.50 |
| Battle Chess | 24.99 | 17.50 |
| Bermuda Project | 24.99 | 16.50 |
| Better Dead Than Alien | 19.99 | 13.50 |
| Beyond The Ice Palace | 24.99 | 16.50 |
| Beyond Zork | 29.99 | 19.50 |
| Bionic Commandos | 24.99 | 16.50 |
| Bomb Jack | 24.99 | 16.50 |
| Bombuzal | 24.99 | 16.50 |
| Bubble Ghost | 19.99 | 13.50 |
| Buggy Boy | 24.99 | 16.50 |
| California Games | 19.99 | 16.00 |
| Capone | 29.99 | 19.50 |
| Captain Blood | 24.99 | 16.50 |
| Carrier Command | 24.99 | 16.50 |
| Chessmaster 2000 | 24.99 | 17.50 |
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| Chukie Egg | 19.99 | 13.50 |
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| City Defence | 14.95 | 10.25 |
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| Corruption | 24.99 | 16.50 |
| Cosmic Bouncer | 19.99 | 13.50 |
| Crash Garret | 24.99 | 16.50 |
| Crystal Hammer | 14.99 | 10.25 |
| Cybernoid | 19.99 | 13.50 |
| Daley Thompson | 24.99 | 16.50 |
| Deja Vu | 29.99 | 19.50 |
| Destroyer | 24.99 | 16.50 |
| Double Dragon | 19.99 | 13.50 |
| Driller | 24.99 | 16.50 |
| Dungeon Master (1 Meg only) | 24.99 | 16.50 |
| Earl Weaver Baseball | 24.99 | 17.50 |
| ECO | 24.99 | 16.50 |
| Eliminator | 19.99 | 13.50 |
| Elite | 24.99 | 16.50 |
| Emerald Mines | 19.99 | 13.50 |
| Empire | 24.99 | 17.50 |
| Empire Strikes Back | 19.99 | 13.50 |
| Enlightenment | 19.99 | 13.50 |
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| Faery Tale Adventure | 49.99 | 26.50 |
| Falcon F-16 | 29.99 | 19.50 |
| Fernandez Must Die | 24.99 | 16.50 |
| Ferrari Formula One | 24.99 | 17.50 |
| Final Assault | 19.99 | 16.00 |
| Fire and Forget | 24.99 | 16.50 |
| Firezone | 24.99 | 16.50 |
| Fish | 24.99 | 16.50 |
| Flight Sim. II | 39.99 | 26.50 |
| Football Director II | 19.99 | 13.50 |
| Football Manager II | 19.99 | 13.50 |
| Fusion | 24.99 | 17.50 |
| Galactic Conqueror | 24.99 | 16.50 |
| Ganymede | 9.99 | 7.00 |
| Garfield | 24.99 | 16.50 |
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| Gettysberg | 29.99 | 22.50 |
| Giganoid | 14.99 | 10.25 |
| Growth | 14.99 | 10.25 |
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| Hellfire Attack | 19.99 | 14.50 |
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| Impossible Mission II | 19.99 | 16.00 |
| Ingrids Back | 19.99 | 13.50 |
| International Soccer | 19.99 | 13.50 |
| Interceptor | 24.99 | 17.50 |
| Jet | 39.99 | 26.50 |
| Jewels of Darkness | 19.99 | 13.50 |
| Jinx | 24.99 | 19.50 |
| Joe Blade II | 19.99 | 13.50 |
| Kampfgruppe | 29.99 | 22.50 |
| King of Chicago | 29.99 | 19.50 |
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| Leather Goddesses of Phobos | 29.99 | 19.50 |
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| Major Motion | 19.99 | 13.50 |
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| MoonMist | 29.99 | 19.50 |

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| President is Missing | 24.99 | 16.50 |
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| SkyFox II | 24.99 | 17.50 |
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| Elf | 14.99 | 8.50 |
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| Space Station | 9.99 | 5.50 |
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| Strip Poker | 9.99 | 6.00 |
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| Warzone | 9.99 | 5.50 |

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## Business Software

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| Adrum | 39.99 | 32.50 |
| Animator/Images | 103.50 | 81.50 |
| Art Parts 1 | 9.99 | 7.50 |
| Art Parts 2 | 9.99 | 7.50 |
| AudioMaster | 46.00 | 32.00 |
| Award Maker 2 | 39.99 | 29.50 |
| Aztec C Professional | 199.99 | 139.50 |
| B.B.S.P.G. Coms Pack | 119.99 | 96.50 |
| Butcher II | 29.99 | 21.50 |
| C. Library | 79.99 | 60.50 |
| Calligrapher | 89.99 | 72.50 |
| C.L.I. Mate | 39.99 | 29.50 |
| Comic Setter | 69.99 | 50.50 |
| Comic Setter Librarys (Each) | 24.99 | 18.50 |
| Critics Choice | 149.99 | 112.00 |
| Data Retrieve | 57.99 | 42.50 |
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| Deluxe Print | 24.99 | 18.50 |
| Deluxe Print II | 49.99 | 39.50 |
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| Deluxe Video | 69.99 | 50.50 |
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| Digicalc | 39.99 | 29.50 |
| DigiPaint | 39.99 | 29.50 |
| Digiview Gold | 149.99 | 125.00 |
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| Director | 59.99 | 45.50 |
| DOS 2 DOS | 39.99 | 29.50 |
| Excellence | 228.99 | 182.50 |
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| Facc II | 29.99 | 21.50 |
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| Introcad | 59.99 | 42.50 |
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| K Seka Assembler | 49.99 | 32.50 |
| Kara Fonts | 59.99 | 45.50 |
| Kind Words 2 | 49.99 | 35.50 |
| Lattice C Version 5.0 | 249.00 | 185.00 |
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| Maxiplan A500 | 99.99 | 79.50 |
| Maxiplan Plus | 149.99 | 109.50 |
| Microfiche Filer | 79.99 | 62.50 |
| Modula II | 139.99 | 109.50 |
| Movie Setter | 69.99 | 50.50 |
| Music Studio | 34.99 | 24.50 |
| On Line | 110.46 | 107.00 |
| Organise II | 69.99 | 50.50 |
| Photon Paint | 69.99 | 50.50 |
| Pixmate | 49.99 | 39.50 |
| Power Windows 2.5 | 69.99 | 50.50 |
| Prism | 59.99 | 45.50 |
| Pro Board | 139.99 | 109.50 |
| Pro Net | 139.99 | 109.50 |
| Pro Video CGI | 159.99 | 134.50 |
| Pro Video CGI Fonts | 69.99 | 50.50 |
| Pro Video Plus | 249.99 | 185.00 |
| Pro Video Plus Fonts | 99.99 | 72.50 |
| Professional Page | 249.99 | 185.00 |
| Project D | 39.99 | 29.50 |
| Publisher Plus | 99.99 | 79.50 |
| Quarterback | 49.99 | 39.50 |
| Rock and Roll | 9.99 | 7.50 |
| Ruby View Term | 99.99 | 79.50 |
| Sculpt 3D | 85.00 | 69.50 |
| Sculpt 3D Animate | 129.99 | 111.50 |
| Seasons and Holidays | 9.99 | 7.50 |
| Shell | 49.99 | 34.50 |
| Simp Library | 79.99 | 60.50 |
| Sonix | 57.99 | 39.50 |
| Studio Magic | 69.99 | 50.50 |
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| Superbase Professional | 249.99 | 185.00 |
| Superback | 52.50 | 39.50 |
| TV Show | 69.99 | 50.50 |
| TV Text | 69.99 | 50.50 |
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| Turbo Silver | 139.99 | 115.00 |
| Video Titler | 110.00 | 85.50 |
| Videoscape 3D | 143.75 | 117.00 |
| Wordperfect 4.1 | 228.99 | 185.00 |
| XCad | 460.00 | 325.00 |
| Zuma Fonts (1-3) (Each) | 34.99 | 24.50 |
| Ultimate Soundtracker | 39.99 | 32.50 |
| E-Type | 39.99 | 29.50 |
| Day By Day | 29.99 | 21.50 |
| Protext | 99.99 | 79.50 |

## Educational Software

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| Con. Sound Tratton (Age 4+) | 31.95 | 24.50 |
| Matchit (Age 2+) | 31.95 | 24.50 |
| Mathamation (Age 13+) | 69.99 | 50.50 |
| Mathamagician (Age 6+) | 39.99 | 29.50 |
| Robot Readers (Childrens Stories) (Each) | 24.99 | 18.50 |

## Hardware List

| | | |
|---|---|---|
| A500 Amiga (inc Built in Disk Drive and 1.3 Kickstart, Mouse, Power Supply, Workbench "The Very First" and Modulator) | 399.00 | 360.00 |
| A500 Amiga with 1084/S Colour Monitor | 649.99 | 620.00 |
| 1084/S Colour Monitor | 299.99 | 260.00 |
| A500 Amiga, 1084/S Colour Monitor and 2nd Disk Drive | 749.99 | 665.00 |
| 1084/S Colour Monitor and Philips TV Tuner | 399.99 | 360.00 |
| Philips TV Tuner | 99.99 | 95.50 |
| Cumana CAX 354 Standard Disk Drive | 99.99 | 95.50 |
| Cumana CAX 354 with Power Supply | 150.00 | 135.00 |
| Genlock 8802 | 299.00 | 270.00 |
| Triangle Broadcast Quality Genlock | 915.00 | 850.00 |
| A501 1/2 Meg RAM Upgrade for A500 | 175.00 | 150.00 |
| B2000 Amiga | 1269.00 | 999.00 |
| B2000 Amiga and 1084/S Colour Monitor | 1494.00 | 1350.00 |
| A2058 (8Mb RAM Board Populated with 2Mb) | 746.35 | 695.00 |
| A2088 XT Bridge Board | 607.20 | 573.00 |
| A5060/A2092 20Mb MSDOS Hard Disk | 402.50 | 395.00 |
| A2090/A2092 20Mb Amiga DOS Hard Disk | 460.00 | 445.00 |
| A2010 Internal 3 1/2 Disk Drive | 196.65 | 172.00 |
| Cumana CSA100S External 5 1/4 Disk Drive | 120.00 | 115.00 |
| Star LC10 Black and White Printer | 297.85 | 255.00 |
| NPS 1230 Black and White Printer | 249.99 | 235.00 |
| Star LC10 | 343.85 | 315.00 |
| Star LC24/10 | 458.85 | 425.00 |
| Star NR15 | 688.85 | 660.00 |
| Star NB24/10 | 759.85 | 735.00 |
| Star NB15 | 1056.85 | 985.00 |
| Star Lazer 8 | 2287.00 | 2195.00 |
| 14" Cotron Hi Res Colour Monitor | 747.50 | 695.00 |
| 20" Cotron Hi Res Colour Monitor | 2070.00 | 1879.00 |
| Cherry Pad A3 Digitising Tablet | 632.50 | 595.00 |
| Video Driver Card (Must be sold with Cotron) | 396.75 | 360.00 |

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Unit 2 Willowslea Farm,
Spout Lane North, Stanwell Moor,
Staines, Middlesex TW19 6BW
Telephone: (0753) 683965

| TITLE | S.S.P | OUR PRICE |
|---|---|---|
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| Arcade Force Four | 24.99 | 19.50 |
| Arkanoid II | 19.9 | 13.50 |
| Armageddon Man | 19.99 | 14.50 |
| Barbarian | 24.99 | 16.50 |
| Barbarian | 19.99 | 10.50 |
| Bards Tale I | 24.99 | 17.50 |
| Better Dead Than Alien | 19.95 | 13.50 |
| Beyond The Ice Palace | 19.99 | 13.50 |
| Bionic Commando | 19.95 | 16.00 |
| BMX Simulator | 14.99 | 10.50 |
| Bubble Bobble | 19.99 | 13.50 |
| Buggy Boy | 19.99 | 13.50 |
| Bomb Jack | 19.95 | 13.50 |
| Borrowed Time | 24.99 | 16.50 |
| Beauracracy | 34.99 | 20.50 |
| Captain Blood | 24.99 | 16.50 |
| Casino Roulette | 19.99 | 13.50 |
| ChessMaster 2000 | 24.99 | 17.50 |
| Chubby Gristle | 19.99 | 13.50 |
| Corruption | 24.99 | 16.50 |
| Carrier Command | 24.99 | 16.50 |
| Champion Wrestling | 19.99 | 16.00 |
| Champion Water Ski | 19.99 | 16.00 |
| Chess | 24.99 | 16.50 |
| Crash Garrett | 29.99 | 13.50 |
| Dark Castle | 24.99 | 16.50 |
| Defender of the Crown | 29.99 | 19.50 |
| Dungeon Master | 24.99 | 16.50 |
| Deflector | 19.99 | 16.00 |
| Daley Thompson | 19.99 | 13.50 |
| Deluxe Scrabble | 19.99 | 13.50 |
| Deja Vu | 29.99 | 19.50 |
| Diablo | 14.99 | 10.50 |
| Dizzy Wizard | 19.99 | 13.50 |
| Elf | 19.99 | 13.50 |
| ECO | 19.99 | 13.50 |
| Eddie Edwards Ski | 19.99 | 13.50 |
| Elite | 24.99 | 16.50 |
| Empire Strikes Back | 19.99 | 13.50 |
| Extensor | 9.99 | 7.50 |
| Fire & Forget | 24.99 | 16.50 |
| Flight Sim. II | 39.99 | 26.50 |
| Football Manager | 19.99 | 13.50 |
| Flintstones | 19.99 | 13.50 |
| Foundation Waste | 24.99 | 16.50 |
| Fernandez Must Die | 24.99 | 16.50 |
| Formula One | 19.99 | 13.50 |
| Guild of Thieves | 24.99 | 16.50 |
| Gunship | 24.99 | 16.50 |
| Get Dexter II | 19.99 | 13.50 |
| Gauntlet II | 24.99 | 19.50 |
| Gary Lineker Super Skills | 19.99 | 13.50 |
| Gold Runner II | 19.99 | 13.50 |
| Garfield | 19.99 | 13.50 |
| Hollywood Poker Plus | 14.99 | 10.50 |
| Hardball | 24.99 | 16.50 |
| Hollywood Hijinx | 29.99 | 19.50 |
| Hollywood Poker | 14.99 | 10.50 |
| Helter Skelter | 14.99 | 10.50 |
| Hot Shot | 19.99 | 13.50 |
| Ikari Warriors | 14.99 | 10.50 |
| Impact | 14.95 | 10.50 |
| Impossible Mission | 19.99 | 16.00 |
| Insanity Fight | 24.99 | 16.50 |
| Int'l Soccer | 24.99 | 16.50 |
| IK+ | 24.99 | 16.50 |
| I Ball | 9.99 | 7.50 |
| Jet | 39.99 | 26.50 |
| Jewels of Darkness | 19.99 | 13.50 |
| Joe Blade II | 19.99 | 13.50 |
| Juggler | 24.99 | 16.50 |
| KillDozer | 19.99 | 13.50 |
| Knight Orc | 19.95 | 13.50 |
| Kings Quest Pack | 24.99 | 16.50 |
| KnightMare | 19.99 | 13.50 |
| Las Vegas | 9.99 | 7.50 |
| Leather Goddess | 29.99 | 19.50 |
| Leatherneck | 19.99 | 13.50 |
| Leisure Suit Larry | 19.99 | 13.50 |
| Living Daylights | 19.99 | 13.50 |
| Lurking Horror | 29.99 | 19.50 |
| Legend of the Sword | 24.99 | 16.50 |
| Mach III | 19.99 | 13.50 |
| Mercenary Compendium | 24.99 | 16.50 |
| Mickey Mouse | 19.99 | 13.50 |
| Mind Fighter | 24.99 | 16.50 |
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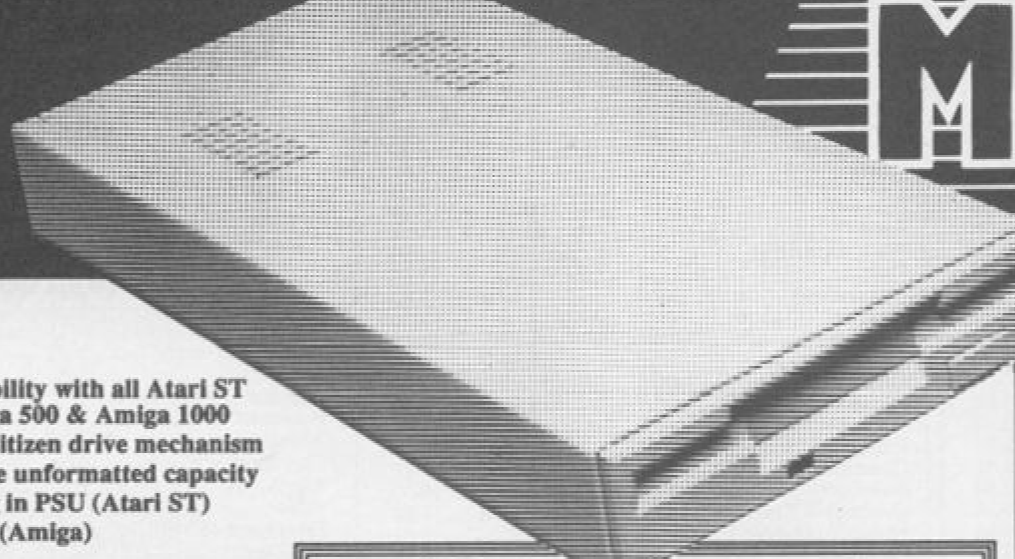

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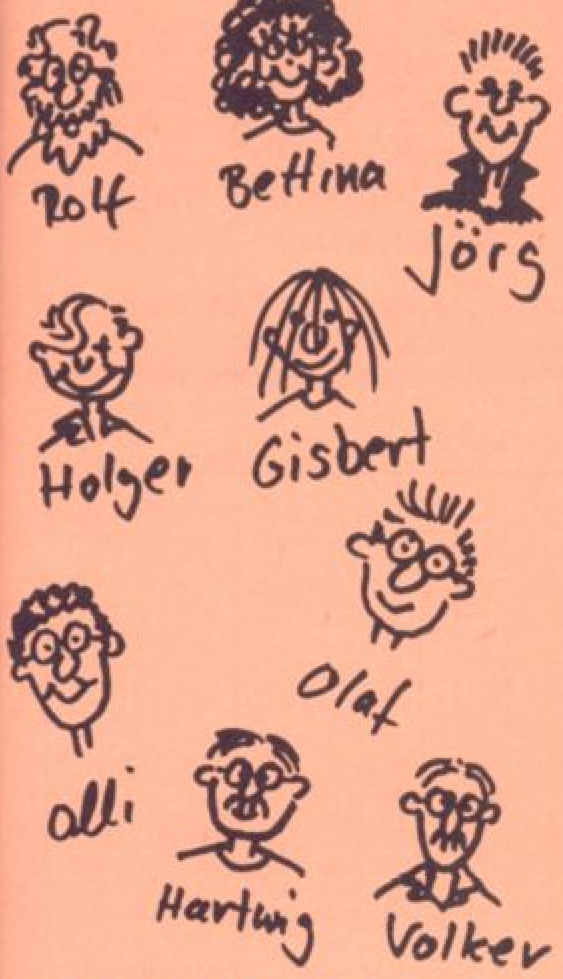


**Turn to page 24 to find out just who these mysterious people are (I don't reckon they're half as handsome as the ACE team who were printed last month, do you?).**

## AN ACE READER WRITES

I know this letter will probably never get published but I must admit that I'm totally f***ed off with those bull**it Decoder programmes. The highest possible number that will come up on my computer is bloody 204. This happens to be totally useless when my bl**dy number is 02362. How in the f***ing world is that number ment *(? -Ed)* to come up. I don't want to hear the usual bull**it when you tell people that they have typed the program in incorrectly. Even if that bl**dy number did come up it would be too late because by the time your s**t house magazine reached Australia the closing date would have already expired. I demand that you reply to this letter so that I know that you actually read this cr*p, you stupid pommy bas***ds.

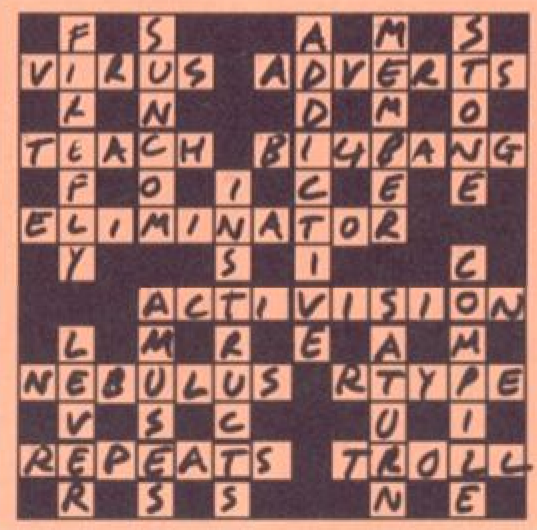
Yours In f***ing hell
J. Brown.

## THE PINK PAGES EDITOR REPLIES...

Dear J. Brown

Thanks for your letter. By the way did you know that well over 50,000 ACE readers can type the simple five-line listing in without making a mistake? Amazing isn't it, that you're the only person whose ego won't allow you to realise that you can't manage to do what five-year-olds up and down the UK can do first time!

Of course, all this is besides the point. I mean, why are you moaning about a competition that you can't enter? Don't get me wrong, we love our Australian readers as much as our other readers (much of the stuff we receive from Australian readers is of a very high quality) but the logistics of the thing make it impossible for us to keep a competition open for six months. Sorry, but that's life. Again, thanks for the letter, it was nice to hear from you.



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# SOLUTION TO PRIZE CROSSWORD No10

The first correct entry out of the bag was from Douglas Seager of Gloucester, who wins £25 worth of software for his computer. Here's what the completed crossword should have looked like...

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# SOLUTION TO THE ACE PUZZLE No10

**The first correct entry out of the post bag was from Richard Elton of Stoke-on-Trent who wins £25 worth of software for his computer.**

The longest book in terms of the number of pages it contains would be one with 1270 pages. To read it according to the set of rules that were stipulated I would have to read 282 pages on the first day and I would arrive at the last page on the 12th day.

From a given starting number (the number of pages read on the first day) each successive page number can be found by multiplying the digits of the preceding page number and adding on this total. This procedure is then repeated until one of two possible conditions occurs. Either the number of the current product will exceed 300, or a total containing a zero is produced, thus preventing any further increase in the total.

As the sequence of numbers starting at a given value is predetermined, the problem relates to finding the highest total that can be reached from each starting value in the range of 1 to 300. This cannot exceed 300 as this is the maximum number of pages which can be read in any one day (including the first). A variable, MAXPAGE, is used to denote each maximum total, the value being updated each time a higher-scoring maximum is found. The initial starting value (S) is also stored in variable FIRST to indicate the number of pages read on the first day. After all starting values have been evaluated the contents of these two variables are printed out to determine the answer.

LISTING

```
10 MAXPAGE = 0
20 FOR S=1 TO 300:N=S
30 N$=STR$(N)
40 Z=INSTR(N$,"0"):IF Z<>0 THEN 100
50 GOSUB 1000
60 IF T>300 THEN 100
70 N=N+T:GOTO 30
100 IF N>MAXPAGE THEN MAXPAGE=N:FIRST=S
110 NEXT S
120 PRINT FIRST;" ";MAXPAGE
130 END
1000 T=1:FOR F=1 TO LEN(N$)
1010 T=T*VAL(MID$(N$,F,1))
1020 NEXT
1030 RETURN
```

NOTE: This listing should run on any machine capable of using MicroSoft BASIC

# THE ACE PUZZLE No12

Set by Archie Medes

One year ago Arnold won a jeroboam of whisky as first prize in the village raffle, and for twelve months this bottle has occupied a prominent position on Arnold's sideboard – much to the envy of his many visitors. "I'm keeping it for a special occasion", is the answer he gives to any hopeful enquiries.

However, all is not as it seems, and I can let you into a secret! Every Saturday night for the last 52 weeks, Arnold has secretly poured himself a nip of whisky from this bottle, but to give the impression of still having a full bottle, each time he has mixed in an equal measure of water, thus restoring the bottle to its full volume. In this way Arnold can enjoy his prize without being obliged to share it around!

Now, each 'nip' that Arnold takes is, by sheer coincidence, EXACTLY one hundredth part of the volume of the entire bottle.

Can you say PRECISELY how many 'nips' of whisky have actually been consumed – that is, down to the exact decimal part of a nip?

A clue – your answer should run to nearly 100 decimal places, so you will have to write it down on a separate piece of paper when you send the answer in.

Instead of trying to work this out with pencil and paper, why not devise a simple listing that will allow your micro to solve it for you?

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# EVERYTHING YOU ALWAYS WANTED TO KNOW ABOUT HEDGEHOGS BUT WERE AFRAID TO ASK...

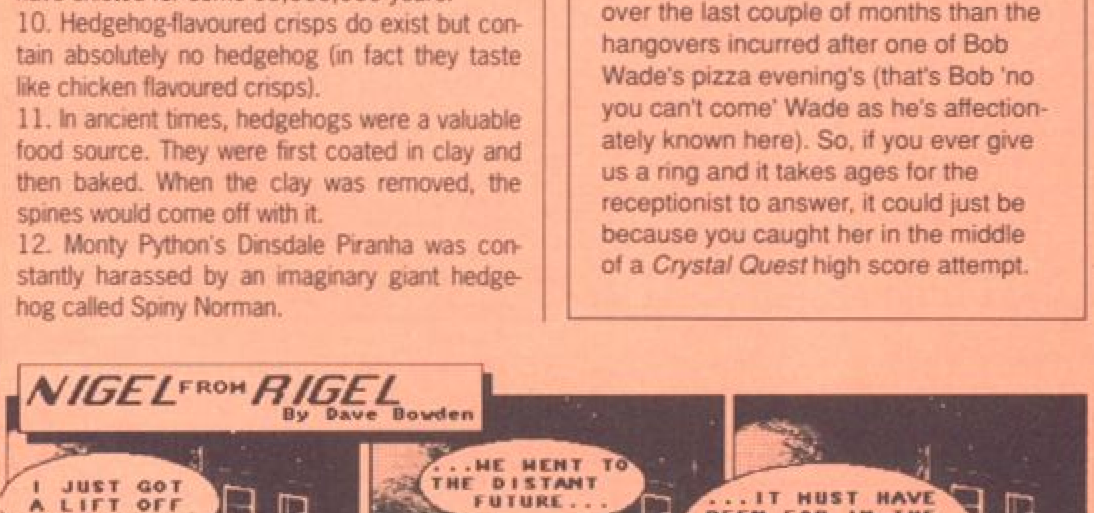
**Hedgehogs (Erinaceus europaeus) are wonderful creatures that everyone's familiar with, but did you know...**

1. There are approximately 5-7000 spines on an average adult hedgehog.
2. Feeding a hedgehog on bread and milk alone is not a good idea, in fact it can prove to be positively harmful. A healthy hedgehog normally eats mainly beetles, caterpillars and earthworms.
3. Removing all the fleas from a hedgehog can cause it to suffer withdrawal symptoms.
4. Shakespeare mentions hedgehogs in 'The Tempest' and 'A Midsummer Night's Dream'.
5. The Norwegian for hedgehog is Piggsuin.
6. Hitchin R.F.C are nicknamed 'The Hedgehogs'.
7. The British Hedgehog Preservation Society is a registered charity dedicated to encourage and give advice to the public concerning the care of hedgehogs particularly when injured, sick, treated cruelly, orphaned or in any other danger.
8. There are approximately a dozen species of hedgehog. Five can be found in S.E. Asia, three in Africa and a couple in China. There are no indigenous species in the Americas or Australasia.
9. Fossils suggest that hedgehog-like creatures have existed for some 15,000,000 years.
10. Hedgehog-flavoured crisps do exist but contain absolutely no hedgehog (in fact they taste like chicken flavoured crisps).
11. In ancient times, hedgehogs were a valuable food source. They were first coated in clay and then baked. When the clay was removed, the spines would come off with it.
12. Monty Python's Dinsdale Piranha was constantly harassed by an imaginary giant hedgehog called Spiny Norman.
13. The programmer of Mirrorsoft's 16-bit versions of *Fernandez Must Die* calls himself Spiny Norman.
14. Firebird once produced a budget game with a hedgehog called Spiky Harold as the main character.
15. How do hedgehogs mate? Very carefully! (It's true folks!).

For more information contact:
The British Hedgehog Preservation Society,
Knowbury House, Knowbury,
Ludlow, Shropshire.
SY8 3LQ

### GAMES DESIGNED TO MAKE MAGAZINES LATE

Just when the Art Dept and almost every other department within Future Publishing thought it was safe to turn on a Mac without being sorely tempted to boot up *Daleks* (see pink pages issues 12 and 13) comes yet another mindless, simple but extremely addictive game. *Crystal Quest* has been responsible for more lost production over the last couple of months than the hangovers incurred after one of Bob Wade's pizza evening's (that's Bob 'no you can't come' Wade as he's affectionately known here). So, if you ever give us a ring and it takes ages for the receptionist to answer, it could just be because you caught her in the middle of a *Crystal Quest* high score attempt.


NIGEL FROM RIGEL
By Dave Bowden
I JUST GOT A LIFT OFF THIS GUY...
...WE WENT TO THE DISTANT FUTURE...
...IT MUST HAVE BEEN FAR IN THE FUTURE BECAUSE WORKBENCH 1.3 WAS OUT.

## COMPETITIONS

**We at ACE work hard and play hard and there's nothing we enjoy more than a couple of beers of an evening in the pub next door, The Nuclear Arms. Now the landlord, Larry, is very fond of animals – especially sheep – and he keeps coming out with film titles with a woolly theme, such as An Officer and A Gentle Lamb, Baabarella and Who Framed Larry the Lamb. I know, groans all round, but there you go. If you reckon you can think of a funnier pun send it in. The funniest one we receive by March 5th will win a glorious chromalin of the ACE cover (Xmas special issue) as touched by every member of the ACE team! Send your puns to PINK SHEEP, ACE at the Bath address.**

* * *

**Thanks to Danielle of US Gold we've got two fantastic Dragonlance books to give away – the collector's editions of Dragonlance Chronicles and Dragonlance Legends! Wow! So, how ya gonna win 'em? Simple, just guess the combined weight of the two books (answers must be in Grammes pleeese!). To give you a hand, you'll want to know these few facts:**

**Chronicles is 228mmx151mmx44mm and has 1032 pages.**

**Legends is 228mmx151mmx40mm and has 998 pages.**

**Send your answers on a postcard or stuck down envelope to ACE BOOKS, at the Bath address to arrive no later than 5th March 1989.**

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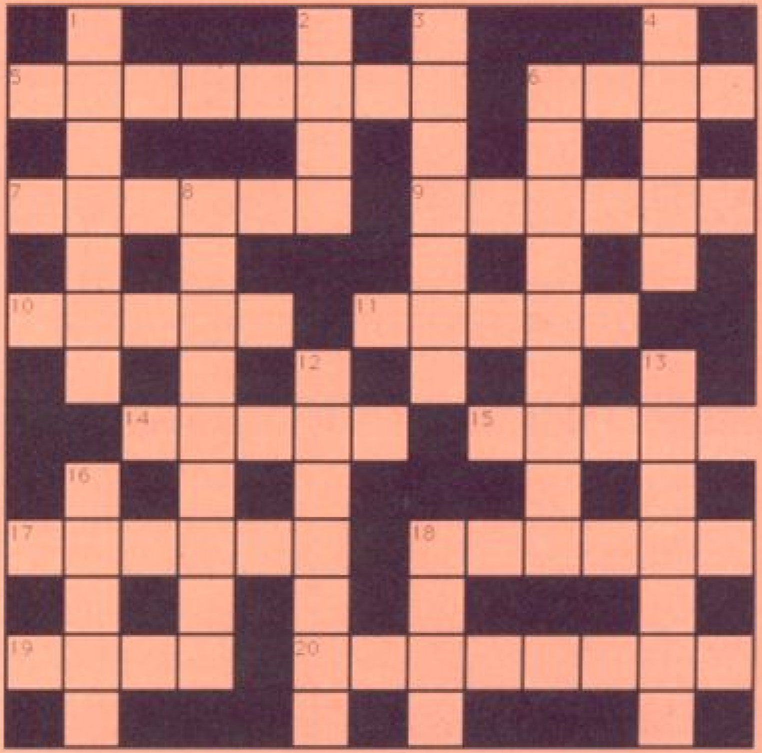
## ACROSS

5. Such programs aren't hard! (8)
6. It's not at all good to be back (4)
7. Got pun about game from Ocean (3,3)
9. Politician in Ireland strikes back in follow-up to Star Wars (6)
10. Wagon wheels for TV's Terry! (5)
11. Is able to get on with a field gun (5)
14. Perfect concept – Loriciels' first (5)
15. PC holds poor Ian in uncontrolled fear (5)
17. One getting shot by an airgun (6)
18. Obtain retribution from some scavengers (6)
19. Perhaps Whipsnade's top manager has game from discovery (4)
20. A camp Ian built in game from 8 down (8)

## DOWN

1. Ring policeman after you steal Ocean game (7)
2. Profit from Gina's development (4)
3. Old hand from Software Horizons (7)
4. PC seen in comic role (5)
6. Game from 8 down's MI5's business (9)
8. A big hit for the software house (9)
12. Stop pal breaking up computers (7)
13. One travelling to holy place for Infocom game (7)
16. Game backing from nought to ten (5)
18. A non-commissioned officer's software house (4)



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**We're particularly keen to receive entries to the Helpline offering assistance on particular games you may have solved – adventures or others. Or offering technical expertise on aspects of particular machines. Why not make your contribution?**

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**Here's a great way of receiving free advice from public-spirited readers. If you make use of this service, please respect the Helpline code:**

- **If writing, enclose a stamped, self-addressed envelope.**
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Having some problems with Space Quest or Police Quest? Write to me, I've got all the answers. Albert Hoitingh. Oliedooomstraat 173, 2564 HH, The Hague. Holland.

Acheton, Adventure Quest, Aftershock, Apache Gold, Arnold Goes to Somewhere Else, Boggit, Bored of the Rings, Brawn Free, Classic Adventure, Castle Blackstar, Castle of Skull Lord, Colossal Adventure, Colour of Magic, Crystal Theft, Cursed Be The City, Dodgy Geezers, Dracula, Dungeon Adventure, Dungeons, A, A 'n' Everythin, Emerald Isle, Enchanter, Erik The Viking, Escape from Khoshima, Espionage, Island, Fantasia Diamond, Forest at Worlds End, Gnome Ranger, Guild of Thieves, Heavy on The Magick, Heroes of Karn, Hitchhiker's Guide to the Galaxy, Hobbit, Hunchback, Imagination, Inca Curse, Jewels of Babylon, Kentilla, Knight Orc, Kobyashi Naru, Lords of Time, Lost Phirious (Parts 1 & 3), Message from ndromeda, Mindshadow, Mordon's Quest, Necris Dome, Never Ending Story, Planet of Death, Price of Magik, Project Volcano, Qor, Questprobe III, Red Moon, Return to Eden, Robocide, Scary tales, Seabase Delta, Seas of Blood, Shymer, Smashed, Smuggler's Cove, Snowball, Sorceror, Souls of Darkon, Spellbreaker, Spytrek, Star Wreck, Subsunk, Terrormolinos, The Pawn, The Trial of Arnold Blackwood, The Sydney Affair, The Vera Cruz Affair, Very Big Cave Adventure, Warlord, Wise and Fool of Blackwood, Worm in Paradise, Zork 1.
Joan Pancott Tel: 0305 784155 - Any Day - 1pm to 10pm.

I have completed the following: The Pawn, The Bard's Tale, Ultima IV, Phantasie I, Dracula, Never Ending Story, Zork III, Wishbringer, Enchanter, Borrowed Time, Kobyashi Naru, Heavy on the Magick, Legacy, The Prince of Magic, Claws of Despair, Wizards & The Princess.
Derek Wong, 42 Ingram Road, Thornton Heath, Surrey. CR4 8EB.

Wishbringer, Labyrinth, The Hobbit, The Hulk, Spiderman, Seabase Delta, Kobyashi Naru.
Ann Gray, 9 Alness Close, Birchwood, Lincoln, Lincs. LN6 0YX.

The Pawn, Sorcerer, Planetfall, Leather Goddesses of Phobos.
C.F.H. Bass, 21 Third Close, E Molesey, Surrey, KT8 9PW.

Heroes of Karn, Imagination, Seabase Delta, D.A.A n Everythin, Fourth Protocol I, II & III, Ship of Doom, Message from Andromeda, Kobyashi Naru, Questprobe III, Forest at Worlds End, Wild Bunch, Knight Tyme, Spellbound, The Hobbit, Bugsy Part 1 only, Mops To, Heroes of Karn, Seabase Delta, Gremlins, Lord of the Rings (Part II only), Robin of Sherwood, After Shock.
Russell Cooper, 12 Butlers Close, 52 Butlers Road, Handsworth Wood, Birmingham. B20 2PA.

Let me know your problem with Football director, The Double Soccer Boss, Premier League and Soccer Star and I'll sort you out. Send SAE to:Paul Phillips, 29 Ormestone House, Hartcliffe, Bristol.

Adventure Quest, Aftershock, Apache Gold, Arnold Goes to Somewhere Else, Boggit, Bored of the Rings, Brawn Free, Castle Blackstar, Castle of Skull Lord, Classic Adventure, Colossal Adventure, Colour of Magic, Crystal Theft, Dodgy Geezers, Dracula, Dungeon Adventure, Dungeons, A,A 'n Everythin, Emerald Isle, Enchanter, Erik The Viking, Escape from Khoshima, Espionage Island, Fantasia Diamond, Forest at Worlds Ends, Heavy on the Magick, Heroes of Karn, Hitchhikers Guide to the Galaxy, Hobbit, Imagination, Inca Curse, Jewels of Babylon,

Kentilla, Lords of Time, Message of Andromeda, Mindshadow, Morden's Quest, Necris Dome,Never Ending Story, Price of Magik, Project Volcano, Qor, Questprobe III, Red Moon, Return to Eden, Seabase Delta, Seas of Blood, Smugglers Cove, Snowball, Souls of Darkon, Spellbreaker, Spytrek, Subsunk, Sydney Affair, Terrormolinos, The Case of the mixed-up Shymer, The Trial of Arnold Blackwood, Vera Cruz Affair, Very Big Cave Adventure, Warlord, Wise and Fool of Blackwood, Worm in Paradise, Zork I

Joan Pancott. Telephone 0305 784155 – Any Day – Noon to 10pm.
For technical help on Commodore 64 Basic and Machine/Assembler language. Please contact Johnathan Kendall (for most problems would you please write!) I will endeavour to reply to all letters – if you enclose a stamped addressed envelope!
Johnathan Kendall, 27 Bishop Bridge Road, Norwich, Norfolk, NR1 4ES. Tel: 0603 625987

The Pawn, Sorceror, Planetfall, Leather Goddess of Phobos,

Hitchhikers Guide to the Galaxy
Colin Bass, 21 Third Close, E Molesey, Surrey, KT8 9PW.

The Pawn plus early stages for Guild of Thieves (I've only scored 300+ points so far).
Clive, 66 Billett Lane, Berkhamsted, Herts, HP4 1DR.

Jack The Ripper (p1-3), Dracule (p1-3), Hampstead, Big Sleeze and others.
N Buzzard, 11 Faversham Drive, Weston-super-Mare, Avon, BS24 9NZ.

I can help Spectrum owner with GAC, +2 loading problems, removing attribute clash + any basic programming problems, GAC, PAW and I also have an extensive knowledge if ZX BASIC. I can help fellow P B Mers on Hade Games 'Avalon'. Just send an SAE to:
Matt Burke, 33 Brookhouse Hill, Fulwood, Sheffield, S10 3TB.

Adventure Quest, Beyond Zork, Infidel, Plundered Hearts, Starcross, Trinity, Castle Blacktar, Classic/Colossal Adventure, Dungeon Adventure, Emerald Isle, Gnome Ranger, Guild of Thieves, Hacker, H.H.G.T.G, Jinxter, Knight Orc, Leather Goddesses, Lords of Time, Mindshadow, Nord and Bert, The Pawn, Planetfall, Price of Magik, Red Moon, Return to Eden, Snowball, Wishbringer, Worm in Paradise

Phil Armstrong, 92 Dryden Road, Low Fell, Gateshead, Tyne & Wear. NE9 5TX
Tel: (091) 4875639

The Colour of Magic Part 1 and some of Part 2.
John Morris, 130 Avondale Road, Shipley, West Yorkshire. Tel: 0274 586238 weekdays 3-6pm, weekends all day.

For tech help on Dungeon Master Tel 0734 780508, ask for Chris.

Amiga owner willing to swap hints & tips on the following games:- Great Giana Sisters, Leathernecks XR35, F18 Interceptor, Test Drive, Xenon, Firepower, Hollywood Strip Poker, Tetris, ECO, Vampire Empnie, Soccer Supremo, Garrison I & II, Bubble bobble and over 100 more.
Mr S Lyle, 27 Stansted Close, Chelmsford, Essex, CM1 2TW. Tel: 0245 356641 after 8pm or weekends

Adventure Land, Colossal Adventure, Circus, Colditz, Greedy Gulch, Jewels of Babylon, Knights Quest, Magic Mountain, Pharaoh's Tomb, Eye of Bain, Planet of Death, Ship of Doom, Espionage Island, Hobbit, Invincible Island, Inca Curse, Ten Little Indians, Perseus and Andromeda, Lords of Time, SAE required with all requests for help.
Nirmal Singh, 104 Vansittart Road, London, E7 0AA.

Colossal Cave (original adventure), Guild of Thieves, Leather Goddesses of Phobos, The Pawn, Jinxter.
Clive J Mewse, 66 Billet Lane, Berkhamstead, Herts, HP4 1DR.

All aspects of BASIC especially adventures, debugging, compression and protection, simple machine code including RSXS, playtesting, poking. Please state level of understanding. Have got a CPC464, GT64, Multiface II+, DK 'tronics Speech rom. General Amstrad queries welcome but solutions not guaranteed.
Sean McManus, 226 Chertsey Rise, Stevenage, Herts. SG2 9JQ.

The Pawn and Knight Orc (part 1 and early part 2).
Shazad Ahmed, Tel: 01-340 9176 (4-10pm).

Dungeon Master
SAE to: Anthony Hopkins, 91 Springfield Avenue, Sandiacre Nottingham, NG10 5NA.

Commodore 64 help servcie, a new, free way 2 reviewing help on all games. Every arcade game is covered with pokes maps and tips. Old and new games send for information.
Mark Essen, 26 Thick Hollins Drive, Meltham, Huddersfield, HD7 3DL.

Jinxter, Pawn, Guild of Thieves, Leather Goddesses, Collosal Cave, Mr X. Clive Mewse, 438A Ewel Road, Tolworth, Surbiton, KT6 7EL.

The Pawn, Guild of Thieves, Jinxter, Corruption, The Hitchhikers Guide to the Galaxy, Hollywood Hijinx and I have 80+ points on Wishbringer.
Anil Tohani, 5 Orchard Avenue, Rainham, Essex RM13 9NY.

Any help on Ultima V appreciated. All letters answered. I have most character replies on disc in text files, almost complete dungeon plans, and will attempt to reciprocate on any info.
N.B.H Vickerstaff, 670 Yarm Road, Eaglescliffe, Cleveland, TS16 0DP. Tel: 0642 781073

Help on Hitchikers Guide to The Galaxy, Tasword, Qualitass, Tasprint, DMP2000. Ben Taylor, 5 Hope Street, Glossop, Derbyshire, SK13 9SB. Also help wanted on Stationfall.

C6464/128 Help Service, write to me with a list of games that you want help on and I will send it back post haste. Please send a SAE and remember it is for your arcade type games only. Write to Mark Essen, 26 Thick Hollins Drive, Meltham, Hudderfield, HD7 3DL. Hurry!

Fed up with a crap picture on your MCOI with Atari ST? SAE for help sheet to: C Parker, 14 Cross Lanes, Pill, Bristol BS20 0JQ. Phone Pill 5242 after 6pm.

For technical help on all aspects of 68000 assembly language programming on the Atari ST, send sae. to Simon Jones, 267 Ansty Road, Wyken, Coventry CV2 3FL.

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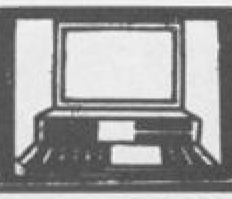

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| Dark Castle | 14.95 | 14.95 |
| Defender Of Crown | 18.95 | 18.95 |
| Deflektor | 9.95 | --- |
| Degas Elite | 15.95 | --- |
| Deja Vu | 11.95 | 11.95 |
| Deluxe Music Con Set | --- | 45.95 |
| Deluxe Paint 2 | --- | 45.95 |
| Deluxe Photo Lab | --- | 45.95 |
| Deluxe Print 2 | --- | 45.95 |
| Deluxe Production | --- | 89.95 |
| Deluxe Video | --- | 45.95 |
| Double Dragon | 11.95 | 11.95 |
| Dragon Ninja | 11.95 | 14.95 |
| Driller | 14.95 | 14.95 |
| Dungeon Master | 14.95 | 14.95 |
| Elemental | 11.95 | --- |
| Eliminator | 13.95 | 13.95 |
| Elite | 14.95 | 14.95 |
| Empire | 15.95 | 15.95 |
| Empire Strikes Back | 11.95 | 11.95 |
| Espionage | 11.95 | 11.95 |
| Exolon | 16.95 | 16.95 |
| 5 Star St | 14.95 | --- |
| F 16 Combat Pilot | 16.95 | 16.95 |
| Falcon F16 | 19.95 | 19.95 |
| Fantavision | --- | 29.95 |
| Fast Basic Disc | 31.95 | --- |
| Fast Basic Rom | 62.95 | --- |
| Fed Of Free Trade | 19.95 | 19.95 |
| Fernandez Must Die | 14.95 | 14.95 |
| Ferrari Formula 1 | 15.95 | 15.95 |
| F 15 Strike Eagle | 14.95 | 14.95 |
| Final Command | 17.95 | 17.95 |
| Firezone | 14.95 | 14.95 |
| Fish | 14.95 | 14.95 |
| Flight Sim 2 | 26.95 | 26.95 |
| Flt Disc 7 or 11 | 13.95 | 13.95 |
| Flt Disc European | 13.95 | 13.95 |
| Flt Disc Japan | 13.95 | 13.95 |
| Flying Shark | 14.95 | --- |
| Football Director 2 | 11.95 | 11.95 |
| Football Manager 2 | 11.95 | 11.95 |
| Foundations Waste | 14.95 | 14.95 |
| Frontier | 14.95 | 14.95 |
| Fusion | 16.95 | 16.95 |
| Galactic Conqueror | 14.95 | 14.95 |
| Galdregons Domain | 13.95 | 13.95 |
| Game Over 2 | 13.95 | 13.95 |
| Garfield | 11.95 | 11.95 |
| Garrison 2 | 14.95 | 14.95 |
| Ghosts N Goblins | 11.95 | 14.95 |
| Golden Path | 7.95 | 11.95 |
| Green Beret | 11.95 | 14.95 |
| Gryzor | 11.95 | 14.95 |
| Guerilla War | 11.95 | 14.95 |
| Guild Of Thieves | 14.95 | 14.95 |
| Gunship | 14.95 | 14.95 |
| Hardball | 9.95 | --- |
| Hawk | 17.95 | 17.95 |
| Hawkeye | 14.95 | --- |
| Hellbent | 11.95 | 11.95 |
| Hellfire Attack | 13.95 | 13.95 |
| Helter Skelter | 9.95 | 9.95 |
| Heroes Of Lance | 16.95 | 16.95 |
| Hostages | 14.95 | 14.95 |
| Hot Football | 14.95 | 14.95 |
| Hunt For Red October | 14.95 | 14.95 |
| Hyperdrome | 11.95 | --- |
| Indiana Jones | 9.95 | --- |
| Ingrids Back | 11.95 | 11.95 |
| Ikari Warriors | 9.95 | 14.95 |
| Interceptor | --- | 15.95 |
| Int Karate + | 13.95 | 16.95 |
| Iron Lord | 15.95 | 15.95 |
| Jet | --- | 26.95 |
| Joan Of Arc | 13.95 | 16.95 |

| TITLE | ATARI ST | AMIGA |
|---|---|---|
| Joe Blade 2 | 9.95 | 9.95 |
| Joust | 7.95 | --- |
| Kennedy Approach | 14.95 | 14.95 |
| Kristal | 19.95 | --- |
| Lancelot | 11.95 | 11.95 |
| Land Of Legends | --- | 16.95 |
| Laser Squad | 16.95 | 16.95 |
| Leaderboard Birdie | 13.95 | 16.95 |
| Leather Goddess | 19.95 | 19.95 |
| Led Storm | 13.95 | 13.95 |
| Legend Of Sword | 14.95 | 14.95 |
| Live & Let Die | 11.95 | 11.95 |
| Living Daylights | 11.95 | --- |
| Lombard RAC Rally | 14.95 | 14.95 |
| Manhattan Dealer | 11.95 | 14.95 |
| Maria Whittaker | 9.95 | 9.95 |
| Mars Cops | 11.95 | 11.95 |
| Masters Of Universe | 9.95 | |
| Menace | 11.95 | 12.95 |
| Microprose Soccer | 14.95 | 14.95 |
| Mindshadow | 7.95 | --- |
| Missile Command | 7.95 | --- |
| Moonbase | 7.95 | --- |
| Moon Patrol | 7.95 | --- |
| Mortville Manor | 15.95 | 15.95 |
| Motor Massacre | 13.95 | 13.95 |
| 1943 | 13.95 | 17.95 |
| Navcom 6 | 16.95 | 16.95 |
| Nebulus | 13.95 | 17.95 |
| Netherworld | 13.95 | 17.95 |
| Night Hunter | 13.95 | --- |
| Nigel Mansell | 1[illegible]95 | 15.95 |
| Night Raider | 13.95 | 13.95 |
| North Star | 9.95 | -- |
| Oids | 11.95 | -- |
| Operation Neptune | 14.95 | 14.95 |
| Operation Wolf | 11.95 | 14.95 |
| Outrun | 13.95 | 13.95 |
| Pacmania | 11.95 | 11.95 |
| Paperboy | 11.95 | 14.95 |
| Pawn | 14.95 | 14.95 |
| Peter Beardsley | 11.95 | 11.95 |
| Phatom Fighter | --- | 13.95 |
| Pioneer Plague | --- | 14.95 |
| Platoon | 11.95 | 14.95 |
| Pool Of Radiance | 16.95 | 16.95 |
| P O W | 19.95 | 19.95 |
| Powerdrome | 15.95 | 15.95 |
| Pro Soccer Sim | 11.95 | 11.95 |
| Puffys Saga | 15.95 | 15.95 |
| Purple Saturn Day | 14.95 | 14.95 |
| Quantum Paint | 14.95 | --- |
| Rambo 3 | 11.95 | 14.95 |
| Reach For Stars | --- | 15.95 |
| Return Of Jedi | 11.95 | 11.95 |
| Road Blasters | 13.95 | 13.95 |
| Robocop | 11.95 | 14.95 |
| Rocket Ranger | 19.95 | 19.95 |
| Roger Rabbit | --- | 16.95 |
| R-Type | 13.95 | 16.95 |
| Sargon 3 Chess | 14.95 | 14.95 |
| Savage | 14.95 | 14.95 |
| Scrabble Deluxe | 13.95 | 13.95 |
| Sentinel | 11.95 | 11.95 |
| S.F. Harrier | 14.95 | 9.95 |
| Shadowgate | 11.95 | 14.95 |
| Shoot Em Up Con Kit | 14.95 | 14.95 |
| Silent Service | 14.95 | 14.95 |
| Sinbab & Throne | 9.95 | --- |
| Skateball | 15.95 | 15.95 |
| Skate Or Die | 15.95 | 15.95 |
| Skychase | 9.95 | 14.95 |
| Space Harrier | 11.95 | 14.95 |
| Space Harrier 2 | 13.95 | 16.95 |
| Space Racer | 11.95 | 11.95 |
| Speedball | 14.95 | 14.95 |
| S.T.A.C. | 26.95 | --- |
| Starglider 2 | 14.95 | 14.95 |
| Star Ray | 14.95 | 14.95 |
| Star Trek | 11.95 | --- |
| Stealth Fighter | 13.95 | 16.95 |
| Street Fighter | 13.95 | 16.95 |
| S.T.O.S. | 19.95 | --- |
| Strip Poker 2 | 9.95 | 9.95 |
| **Data Discs:-** | | |
| Bev & Dawn | 7.45 | 7.45 |
| Lee & Roy | 7.45 | 7.45 |
| Rachel & Kim | 7.45 | 7.45 |
| Suzanne & Bianca | 7.45 | 7.45 |
| Super Breakout | 7.95 | --- |
| Super Cycle | 7.95 | --- |
| Super Hangon | 13.95 | --- |
| Superman | 14.95 | 14.95 |
| Sword Of Sodan | --- | 16.95 |
| Techno Cop | 13.95 | 13.95 |
| Testdrive | 15.95 | 15.95 |
| The Munsters | 11.95 | 11.95 |
| Thunderblade | 13.95 | 16.95 |
| Tiger Road | 13.95 | 17.95 |
| Time & Magik | 11.95 | 11.95 |
| Times Of Lore | 14.95 | 14.95 |
| Tracers | --- | 16.95 |
| Tracksuit Manager | 11.95 | 11.95 |
| Trantor | 9.95 | --- |
| Triad | 19.95 | 19.95 |
| Trivial Pursuits | 11.95 | 11.95 |
| Turbo Cup | 11.95 | 14.95 |
| TV Sports Football | 17.95 | 17.95 |
| Typhoon | 9.95 | --- |
| Ultima 4 | --- | 14.95 |
| Ultimate Golf | 13.95 | 13.95 |
| Univ Military Sim | 14.95 | 14.95 |
| Ums Scenario 1 | 8.95 | 8.95 |
| Ums Scenario 2 | 8.95 | 8.95 |
| Verminator | 14.95 | 14.95 |
| Victory Road | 11.95 | 14.95 |
| Virus | 11.95 | 11.95 |
| War In Middle Earth | 14.95 | 14.95 |
| WEC Le Mans | 11.95 | 14.95 |
| Weird Dreams | 14.95 | 14.95 |

| TITLE | SPECTRUM | | CBM 64 | | AMSTRAD | |
|---|---|---|---|---|---|---|
| | CASS | DISC | CASS | DISC | CASS | DISC |
| Ace | 2.95 | - | - | - | 2.00 | - |
| Ace Of Aces | 2.95 | - | 2.95 | - | 2.95 | - |
| Afterburner | 7.45 | 10.45 | 7.45 | 10.45 | 7.45 | 10.45 |
| Airborne Ranger 128 | 9.95 | - | 9.95 | 13.95 | - | - |
| Alien Syndrome | 6.45 | - | 6.45 | 9.95 | 6.45 | 9.95 |
| Andy Capp | - | - | 2.95 | - | 2.95 | - |
| Archon Collection | 6.95 | 10.45 | 7.45 | 10.45 | 7.45 | 10.45 |
| Arkanoid 2 Revenge | 5.50 | 9.95 | 6.00 | 9.95 | 6.50 | 9.95 |
| Amalyte | - | - | 6.95 | - | - | - |
| Army Moves | 3.95 | -- | 3.95 | -- | 3.95 | -- |
| Ballbreaker | 2.00 | -- | -- | -- | 2.00 | -- |
| Barbarian Psygnosis | 6.95 | -- | 6.95 | -- | 6.95 | -- |
| Barbarian 2 Palace | 6.95 | -- | 6.95 | 9.95 | 6.95 | 9.95 |
| Bards Tale 1 | 6.95 | -- | 7.45 | 10.95 | 7.45 | 10.95 |
| Bards Tale 2 or 3 | -- | -- | -- | 12.95 | -- | -- |
| B A T | -- | -- | -- | 12.95 | -- | -- |
| Batman Caped Crusader | 6.25 | 9.95 | 6.25 | 9.95 | 6.25 | 9.95 |
| Battlefront | -- | -- | -- | 14.95 | -- | -- |
| Battle In Normandy | -- | -- | -- | 14.95 | -- | -- |
| B'dash Con Kit | -- | -- | 3.95 | -- | 3.95 | -- |
| Best Of Elite Vol 1 | 3.95 | -- | 3.95 | - | 3.95 | -- |
| Beyond Ice Palace | 5.95 | 9.95 | 6.95 | 9.95 | 6.95 | 9.95 |
| Bionic Commando | 6.95 | - | 7.45 | 10.95 | 7.45 | 10.95 |
| Black Tiger | 6.95 | -- | 7.45 | 9.95 | 7.45 | 10.95 |
| Blood Valley | 2.95 | -- | -- | -- | 2.95 | -- |
| Bombuzal | 6.45 | -- | 6.45 | 9.95 | -- | -- |
| Bubble Bobble | 5.45 | 8.95 | 5.95 | 8.95 | 5.95 | 9.95 |
| Buggy Boy | 5.50 | -- | 6.95 | 9.95 | 6.95 | 9.95 |
| Butcher Hill | 6.45 | 10.95 | 7.45 | 10.95 | 7.45 | 10.95 |
| California Games | 6.95 | 10.95 | 7.45 | 10.95 | 7.45 | 10.95 |
| Captain Blood | 6.95 | -- | 6.95 | 9.95 | 6.95 | 9.95 |
| Carrier Command | 9.95 | 13.95 | 9.95 | 13.95 | 9.95 | 13.95 |
| Carriers At War | -- | -- | -- | 14.95 | -- | -- |
| Caveman Ugh-lympics | -- | -- | 7.45 | 10.45 | -- | -- |
| Chessmaster 2000 | -- | -- | 6.95 | 10.45 | -- | -- |
| Chuck Yeager | -- | -- | 6.95 | 10.45 | -- | -- |
| Classic Collecxtion | -- | -- | 3.00 | -- | 3.00 | -- |
| Comet Game | 1.00 | -- | 1.00 | -- | 1.00 | -- |
| Command Performance | 8.95 | 12.95 | 8.95 | 10.95 | 8.95 | 12.95 |
| Crazy Cars 2 | 6.95 | -- | 6.95 | -- | 6.95 | -- |
| Crosswize | 4.95 | -- | -- | -- | -- | -- |
| Cybernoid 2 | 6.45 | -- | 7.45 | 10.95 | 7.45 | 10.95 |
| Daley Thompson 88 | 6.50 | -- | 6.50 | 9.95 | 6.50 | 9.95 |
| Dark Fusion | 5.95 | 8.95 | 6.95 | 9.95 | 6.95 | 9.95 |
| Dark Side | 6.95 | 9.95 | 6.95 | 9.95 | 6.95 | 9.95 |
| Delta | -- | -- | 3.95 | -- | -- | -- |
| Derek Bells Le Mans | -- | -- | 7.45 | 10.45 | -- | -- |
| Double Dragon | 6.95 | 9.95 | 6.95 | 9.95 | 6.95 | 9.95 |
| Dragon Ninja | 6.95 | 9.95 | 6.95 | 9.95 | 6.95 | 9.95 |
| Dragonslayer | -- | -- | 5.95 | -- | -- | -- |
| Dynamic Duo | 5.45 | -- | 6.45 | 8.95 | 6.45 | 9.95 |
| Echelon | 6.95 | -- | 7.45 | 10.95 | 7.45 | 10.95 |
| Eliminator | 6.95 | -- | 7.45 | -- | 7.45 | -- |
| Emlyn Hughes Football | 6.95 | 9.95 | 6.95 | 8.95 | 6.95 | 9.95 |
| Empire Strikes Back | 6.95 | -- | 6.95 | 9.95 | 6.95 | 9.95 |
| Espionage | 5.95 | 9.95 | 6.95 | 9.95 | 6.95 | 9.95 |
| Europe Ablaze | -- | -- | -- | 14.95 | -- | -- |
| Exploding Fist | 5.00 | -- | 6.95 | 8.95 | -- | -- |
| 4x4 Off Road Racing | 6.95 | -- | 7.45 | 10.95 | 7.45 | 10.95 |
| Fair Means Or Foul | 5.45 | 8.95 | 6.95 | 8.45 | 6.95 | 9.95 |
| Fast Break | -- | -- | 7.45 | 10.45 | -- | -- |
| Fernandez Must Die | 6.95 | 9.95 | 6.95 | 9.95 | 6.95 | 9.95 |
| Fish | -- | 9.95 | -- | 11.95 | -- | 11.95 |
| Fists & Throttle | 8.45 | 9.95 | 8.45 | 9.95 | 8.45 | 9.95 |
| Five Computer Hits | 3.95 | -- | 3.95 | -- | -- | -- |
| Fivestar 2 | 6.95 | -- | 6.95 | -- | 6.95 | -- |
| Flight Ace | 9.95 | 12.95 | 9.95 | 12.95 | 9.95 | 12.95 |
| Flying Shark | 5.50 | -- | 5.00 | 9.95 | 6.00 | 9.95 |
| Fox Fights Back | 6.00 | 8.95 | 6.95 | 9.95 | 6.95 | 9.95 |
| Football Director | 6.45 | -- | 6.45 | -- | 6.45 | -- |
| F15 Strikes Eagle | 6.95 | -- | 6.95 | 9.95 | 6.95 | 9.95 |
| F16 Combat Pilot | 9.95 | 12.95 | 9.95 | 12.95 | 9.95 | 12.95 |
| Football Manager | 2.95 | 4.95 | 2.95 | 6.95 | 2.95 | -- |
| Football Manager 2 | 6.95 | 9.95 | 6.95 | 9.95 | 6.95 | 9.95 |
| Game Over 2 | 6.95 | 9.95 | 6.95 | 9.95 | 6.95 | 9.95 |
| Game Set & Match | 8.95 | 11.95 | 8.95 | 11.95 | 8.95 | 11.95 |
| Game Set & Match 2 | 8.95 | 11.95 | 8.95 | 11.95 | 8.95 | 11.95 |
| Garfield | 6.50 | - | 6.50 | -- | 6.50 | -- |
| Gauntlet | 2.95 | -- | 2.95 | -- | 2.95 | -- |
| Giants | 10.45 | 13.95 | 10.45 | 12.95 | 10.45 | 13.95 |
| G I Hero | 4.95 | -- | 5.95 | 8.95 | 5.95 | 9.95 |
| G. Lineker Hotshot | 6.95 | 10.95 | 7.45 | 10.95 | 7.45 | 10.95 |
| Gold Silver Bronze | 10.45 | 12.95 | 10.45 | 12.95 | 10.45 | 16.95 |
| Grand Prix Circuit | -- | -- | 7.45 | 10.45 | 7.45 | 10.45 |
| Guerilla Wars | 5.95 | 9.95 | 6.45 | 9.95 | 6.45 | 9.95 |
| Guild Of Thieves | -- | 9.95 | -- | 13.95 | -- | 13.95 |
| Gunship | 6.95 | 9.95 | 9.95 | 13.95 | 9.95 | 13.95 |
| Heartland | 2.00 | -- | 1.95 | -- | -- | 2.95 |
| Hellfire Attack | 6.95 | 10.45 | 7.45 | 10.45 | -- | -- |
| Heroes Of Lance | 7.45 | 10.45 | 7.45 | 10.45 | 7.45 | 10.45 |
| Hive | 2.00 | -- | -- | -- | 2.00 | 2.95 |
| Hypaball | 1.50 | -- | 1.50 | 2.95 | -- | -- |
| Icups | 1.50 | -- | 1.50 | -- | -- | -- |
| Ikari Warriors | 5.95 | -- | 6.95 | 9.95 | 6.95 | 9.95 |
| Inc Shrinking Sphere | -- | -- | 7.45 | 10.95 | -- | -- |
| Indoor Sports | -- | -- | 2.95 | -- | -- | -- |
| Ingrids Back | 9.95 | 12.95 | 9.95 | 9.95 | 9.95 | 12.95 |
| Intrensity | 5.00 | -- | 6.95 | 8.95 | -- | -- |
| Int Karate | 2.95 | 4.95 | 2.95 | 6.95 | 2.95 | 6.95 |
| Into Eagles Nest | -- | -- | 2.95 | -- | 2.95 | -- |
| Iron Lord | 8.95 | 13.95 | 8.95 | 13.95 | 8.95 | 13.95 |
| Jailbreak | -- | -- | 2.95 | -- | 2.95 | -- |
| Jet Bike Simulator | -- | -- | 5.95 | -- | -- | -- |
| Jewels Of Darkness | 9.95 | -- | 9.95 | 11.95 | 9.95 | 13.95 |
| Karate Ace | 10.45 | 12.95 | 10.45 | 12.95 | 10.45 | 12.95 |
| Knightorc | 9.95 | -- | 9.95 | 9.95 | 9.95 | 9.95 |
| Konami Collection | 6.95 | 12.95 | 6.95 | 12.95 | 6.95 | 12.95 |
| Korean War | -- | -- | -- | 13.95 | -- | -- |
| Krakout | 2.95 | -- | 2.95 | -- | 2.95 | -- |
| Lancelot | 9.95 | 11.95 | 9.95 | 11.95 | 9.95 | 11.95 |
| Laser Squad | 6.95 | -- | 6.95 | -- | 6.95 | -- |
| Last Ninja | -- | -- | 6.95 | 9.95 | -- | -- |
| Last Ninja 2 | 8.95 | -- | 9.95 | 9.95 | 8.95 | 10.95 |
| L'board Par 3 | 10.95 | 13.95 | -- | -- | 10.95 | 13.95 |
| L'board Par 4 | -- | -- | 10.95 | 12.95 | -- | -- |
| Led Storm | 6.95 | 9.95 | 7.45 | 10.95 | 7.45 | 10.95 |
| Live Ammo | 6.95 | 10.95 | 6.95 | 9.95 | 6.95 | 9.95 |
| Live And Let Die | 6.95 | 9.95 | 6.95 | 9.95 | 6.95 | 9.95 |
| Mag Max | -- | -- | 2.95 | -- | 3.50 | -- |
| Magnificent 7 | 6.95 | 12.95 | 6.95 | 12.95 | 6.95 | 12.95 |

| TITLE | SPECTRUM | | CBM 64 | | AMSTRAD | |
|---|---|---|---|---|---|---|
| | CASS | DISC | CASS | DISC | CASS | DISC |
| Marauder | 6.95 | 10.95 | 7.45 | 10.95 | 7.45 | 10.95 |
| Mars Saga | -- | -- | -- | 10.45 | -- | -- |
| Mask 2 | 2.95 | -- | -- | -- | 2.95 | -- |
| Masters Of Universe | -- | -- | 2.95 | -- | 2.95 | -- |
| McArthurs War | -- | -- | -- | 13.95 | -- | -- |
| Metaplex | 2.95 | -- | 2.95 | -- | 2.95 | -- |
| Metrocross | 2.95 | -- | 2.95 | -- | 2.95 | -- |
| Miami Vice | 2.95 | -- | -- | -- | 2.95 | -- |
| Mickey Mouse | 6.95 | 9.95 | 7.45 | 10.95 | 7.45 | 10.95 |
| Micro Soccer | -- | -- | 9.95 | 13.95 | -- | -- |
| Mini Office 2 | -- | -- | 9.95 | 13.95 | 9.95 | 13.95 |
| Mini Putt | 6.95 | 10.45 | 6.95 | 10.45 | 6.95 | 10.45 |
| Modem Wars | -- | -- | -- | 10.45 | -- | -- |
| Motor Massacre | 5.95 | 8.95 | 6.95 | 9.95 | 6.95 | 9.95 |
| Muncher (T Wrecks) | 5.95 | 10.45 | 7.45 | 10.95 | 7.45 | 10.95 |
| Mutants | -- | -- | 2.95 | -- | 2.95 | -- |
| Mystery Of Nile | -- | -- | 1.95 | -- | 2.00 | -- |
| 1943 | 6.95 | 9.95 | 7.45 | 10.95 | 7.45 | 10.95 |
| 19 Bootcamp | 6.95 | -- | 6.95 | 9.95 | 6.95 | 9.95 |
| Netherworld | 5.95 | 9.95 | 7.45 | 10.95 | 7.45 | 10.95 |
| Nigel Mansell GP | 6.95 | -- | 6.95 | 10.45 | 6.95 | 10.45 |
| Nightraider | 7.45 | -- | 7.45 | 10.95 | 7.45 | 10.95 |
| One On One 2 | -- | -- | -- | 10.45 | -- | -- |
| Operation Wolf | 5.75 | 9.95 | 5.95 | 9.95 | 5.95 | 9.95 |
| Outrun | 6.95 | -- | 7.45 | 10.45 | 7.45 | 10.45 |
| Overlander | 5.50 | 9.95 | 6.95 | 9.95 | 6.95 | 9.95 |
| Pacland | 6.25 | -- | 6.25 | 9.95 | 6.25 | 9.95 |
| Pacmania | 5.95 | -- | 6.25 | 9.95 | 5.95 | 9.95 |
| Patton Vs Rommel | -- | -- | -- | 10.95 | -- | -- |
| Pawn | 9.95 | 10.95 | -- | 13.95 | -- | 13.95 |
| Pepsi Mad Mix | 5.95 | 9.95 | 5.95 | 9.95 | 5.95 | 9.95 |
| Peter Beardsley | 6.25 | -- | 6.95 | 9.95 | 6.25 | 9.95 |
| PHM Pegasus | 6.95 | 10.95 | 6.95 | 10.95 | -- | -- |
| Pirates | -- | -- | 9.95 | 13.95 | -- | 13.95 |
| Platoon | 6.95 | -- | 6.95 | 9.95 | 6.95 | 9.95 |
| Pool Of Radiance | -- | -- | -- | 19.95 | -- | -- |
| Power At Sea | -- | -- | -- | 10.95 | -- | -- |
| Powerplay Hockey | -- | -- | -- | 10.95 | -- | -- |
| Predator | 7.45 | -- | 7.45 | 10.95 | 7.45 | 10.95 |
| President Missing | -- | -- | 8.95 | 10.95 | -- | -- |
| Project Firestart | -- | -- | -- | 10.45 | -- | -- |
| Pro Soccer Sim | 5.95 | 8.95 | 6.95 | 9.95 | 6.95 | 9.95 |
| Puffys Saga | 6.95 | 10.45 | 7.45 | 10.45 | 7.45 | 10.45 |
| Quedex | -- | -- | -- | 3.95 | -- | -- |
| Question Of Sport | 9.95 | 13.95 | 9.95 | 13.95 | 9.95 | 13.95 |
| Rack Em | -- | -- | 6.95 | 10.45 | -- | -- |
| Rambo 3 | 5.95 | 9.95 | 6.45 | 9.95 | 6.45 | 9.95 |
| Rasputin | -- | -- | 1.95 | - | 1.95 | -- |
| Reach For Stars | -- | -- | -- | 14.95 | -- | -- |
| Red October | 9.95 | -- | 9.95 | 13.95 | 9.95 | 13.95 |
| Red Storm Rising | -- | -- | 9.95 | 12.95 | -- | -- |
| Return Of Jedi | 6.95 | 9.95 | 6.95 | 9.95 | 6.95 | 9.95 |
| Rex | 6.95 | 10.45 | 7.45 | 10.45 | 7.45 | 10.45 |
| Road Blasters | 6.95 | 10.95 | 7.45 | 10.95 | 7.45 | 10.95 |
| Robin Of Wood | 1.95 | -- | 1.95 | -- | -- | -- |
| Robocop | 6.45 | 9.95 | 6.45 | 9.95 | 6.45 | 9.95 |
| Rommel | -- | -- | -- | 14.95 | -- | -- |
| Romper Room | 2.00 | -- | 2.00 | -- | -- | -- |
| R Type | 6.95 | 10.45 | 6.95 | 10.45 | 6.95 | 10.45 |
| Russia | -- | -- | -- | 13.95 | -- | -- |
| Samurai Trilogy | -- | -- | 2.95 | -- | 2.95 | -- |
| Samurai Warrior | 4.95 | -- | 5.95 | 9.95 | 5.95 | 9.95 |
| Savage | 5.50 | -- | 6.95 | 8.95 | 5.95 | 9.95 |
| S D I (Activision) | 7.45 | -- | 7.45 | 10.45 | -- | -- |
| Serve & Volley | -- | -- | 7.45 | 10.45 | -- | -- |
| Shaolins Road | 2.95 | -- | 2.95 | -- | -- | -- |
| Shoot Em Up Con Kit | -- | -- | 10.95 | 14.95 | -- | -- |
| Shoot Out | 6.95 | 10.45 | 7.45 | 10.45 | 7.45 | 10.45 |
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# THE BLITTER END...

## HALE AND (P)ACE

Eeeek! It's those fearsome East End faces Ron and Ron, giving a little friendly advice to mild-mannered ACE editor Graeme Kidd. (Won the Magazine of the Year award did we? Very nice. Still, you wanna be careful with those things, y'know. They do 'ave a way of overheating and burning places down. 'Specially if all those plastic cooling vanes get accidentally snapped off, that is.) Let's hope Graeme sees the wisdom of a Ron & Ron insurance policy a bit sharpish, readers: it looks like they've already wired his skull-cap up to a light socket. Even hats aren't sacrosanct as far as these fiends are concerned, it seems.

Fashion moralists will notice that crime almost certainly does pay: observe how smooth the Rons' dinner jackets look compared to Graeme's creased-but-honest effort. Quality pressing like that takes money. That or a quiet word about accident prevention round the local drycleaners.

**Ron: Wotchyour mate die of then, Ron?**
**Ron: Amiga virus, Ron.**
**Ron: You don't die of Amiga virus, Ron!**
**Ron: You do if you give it to me, Ron.**

## WINNERS

### BIKES AND BOXING GLOVES

Chris Ferre of Havant managed to get closest to the right spot on the punch bag in the ACE/Superior comeptition in the Xmas issue, so he'll soon be off to watch Barry McGuigan fight. The five runners-up who'll soon receive Mike Tyson videos are: Saleem Siddiqui, London. Niels Gudegast, Stockport. John Shaw, Duckinfield. Bradley Stew, Coventry and LLoyd Hardy, Woodhall Spa. As a consolation, these 15 people receive autographed copies of the *By Fair Means Or Foul* poster: Mark Little, Norwich. K Kirkland, Newport. Craig Davidson, Carlisle. Anthony Page, Bristol. B Pereira, Greenford. John Gurhy, Bamfurlong Nr Wigan. Robert Spaar, Switzerland. Lieven Gouaerts, Belgium. Greg Beard, Rochdale. M McSwiggan, Guernsey. Richard Abramson, Lowestoft. Ian Gough, Cardigan. P Degenaar, Newry N Ireland. Stephen Dawkins, Rutland. Jane France, Shrewsbury.

The lucky winner of the mountain bike in the ACE/Telecomsoft comeption was Nicholas Grassly of High Wycombe who knew the three Telecomsoft labels were: Rainbird, Firebird and Silverbird and that St Nicholas is the patron saint of children (amongst others). He also knew The Goodies recorded 'Father Christmas Do Not Touch Me', that Christmas trees are usually Norwegian Spruce, and the first ghost to visit Scrooge was Jacob Marley. Alan Bateman of Bath collected the second prize of a hand-held colour TV. The 10 runners-up who receive personal stereos are: Daniel Curtis, Newton Abbot. Richard Davis, London. R Gibbons, Holmes Chapel. A Lateo, Slough. Edwin Birch, Dallington. S Landymore, Towcester. Mark Gaches, High Wycombe. H Kapp, Scunthorpe. Patrick Stanley, Southampton. J Trievnor, Bognor Regis. These 10 people managed to scoop themselves completely brilliant Telecomsoft T-Shirts: Kolin Robertson, Long Sutton. James Barnaby, Bristol. Stephan Wills, Twickenham. Peter Stedman, London. Paul Joseph, Croydon. Jon Sykes, Nottingham. John Pearce, Cheshunt. C Parker, Bristol. Bradley Stew, Coventry (Look at that! He enters both competitions and manages to win something in BOTH! The lucky blighter!). James Merrifield, Devizes. So there you go.

## OOPS CORNER

Back by popular demand, the ACE Oops section, the part of the magazine where we fearlessly point out what others fear to mention. And a prime crop we had last month – must have been something to do with Sauron's influence.

Anyone still having trouble with their free Aliens cassette may like to know that the people to send it to are ACE Returns, Spool Ltd, First Avenue, Deeside Industrial Park, Nr Chester CH5 2NU. (If you sent it to us instead, never fear, Blitter passed it on to Spool on your behalf.)

Strange things also happened in reviewland, too. *Mutant Zone* from Mastertronic was due to get an 856 rating not the paltry 624 that appeared in the budget bit, while over on the updates pages the *Pacmania* and *Speedball* updates got all topsy-turvey. Maybe those sex-crazed aliens from outer space are back again...

But dimmest boo-boo of them all cropped up in the Star Wars competition – the closing date appeared as 5th January, a generous two days after the magazine went on sale. Floods of entries still arrived, but if you were deterred from having a crack at collecting your very own Star Wars machine beause you thought it was too late, take heart. The closing date for entries has now, henceforward and forthwith been extended. You have got until 28th February 1989 to get an entry in. ●

**OUR THANKS to William Collins, Sons & Co. Ltd. for their kind permission to reproduce the section of a map of Germany which we have printed on Page 24.**

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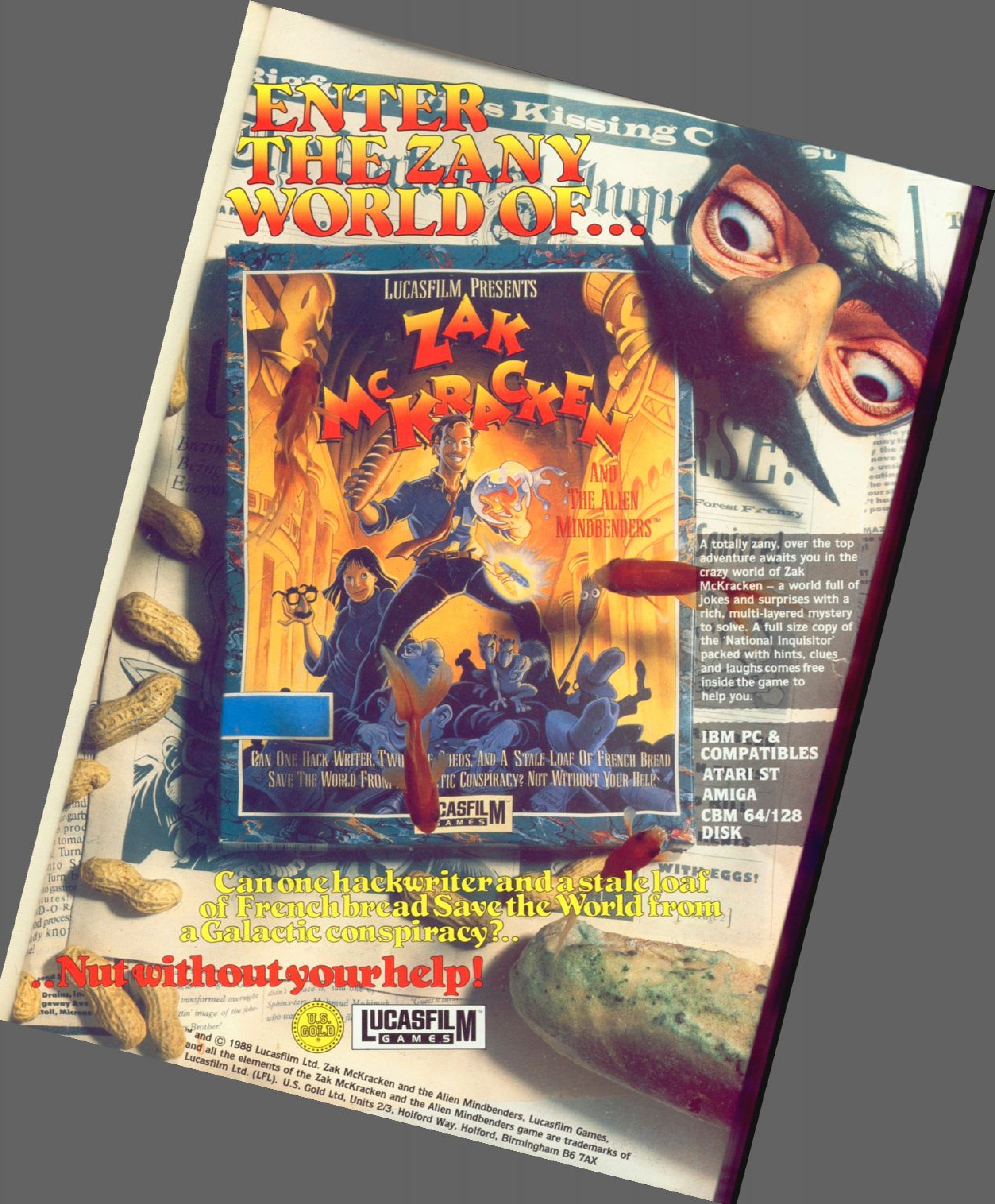
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```
10 FOR A=1 TO 28:INPUT "Code";B$
20 B=0:FOR C=1 TO 4:B=B*26
30 D=ASC(MID$(B$,C,1))
40 IF D>90 THEN D=D-32
50 B=B+90-D:NEXT C:PRINT "Winning
Number is";B:NEXT A
```

**SPECTRUM version**

```
10 FOR A=1 TO 28:INPUT "Code";B$
20 LET B=0:FOR C=1 TO 4:LET B=B*26
30 LET D=CODE B$(C TO)
40 IF D>90 THEN LET D=D-32
50 LET B=B+90-D:NEXT C:PRINT "Winning Number
is";B:NEXT A
```

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